STAR TREK™ ADVENTURES

THE ROLEPLAYING GAME

Species Sourcebook

UFP

STAR TREK ADVENTURES

2D20 SYSTEM DESIGNER
Nathan Dowdell

PROJECT MANAGER
Jim Johnson

WRITERS
Rachael Cruz, Nathan Dowdell, Jim Johnson, Stephen Near, Al Spader, the *Star Trek Adventures* Development Team

EDITORS
Jim Johnson, Scott Pearson

PROOFREADERS
Virginia Garcia McShannock, Jim Johnson, Scott Pearson

GRAPHIC DESIGNER
Michal E. Cross

ART DIRECTOR
Ariel Orea

COVER ARTIST
Paolo Puggioni

ENDPAPERS ARTIST
Artur Mósca

INTERIOR ARTWORK ARTISTS
Eren Arik, Carlos Cabrera, Aurea Freniere, Toma Feizo Gas, Susanah Grace, Nick Greenwood, Thomas Marrone and *Star Trek Online*, Berenice Muñiz, Ariel Orea, Paolo Puggioni, Santiago Roldan, Nicola Silvani, Mike Szabados, Rodrigo Gonzalez Toledo, Justin Usher, CBS Studios, Inc.

FOR PARAMOUNT GLOBAL
Risa Kessler, Marian Cordry, Michael Freeman, Russell Spina, and John Van Citters

WITH THANKS TO
Gene Roddenberry, Marian Cordry, BC Holmes, and the many fans who support this game

MODIPHIUS ENTERTAINMENT

CHIEF CREATIVE OFFICER
Chris Birch

CHIEF OPERATIONS OFFICER
Rita Birch

MANAGING DIRECTOR
Cameron Dicks

HEAD OF BRAND
Samantha Webb

HEAD OF CREATIVE SERVICES
Jon Webb

HEAD OF PRODUCT DEVELOPMENT
Błażej Kubacki

SENIOR CREATIVE MANAGER
Kieran Street

LOGISTICS AND PRODUCTION MANAGER
Peter Grochulski

LEAD ART DIRECTOR AND STUDIO COORDINATOR
Rocío Martín Pérez

SENIOR ART DIRECTOR
Ariel Orea

SENIOR PHOTOGRAPHER
Fátima Martín Pérez

PRINCIPAL 3D DESIGNER
Jonny La Trobe-Lewis

LEAD 3D PLASTICS DESIGNER
Colin Grayson

LEAD 3D RESIN DESIGNER
Joana Abbott

SENIOR 3D PLASTICS DESIGNER
Chris 'Chrispy' Peacey

SENIOR 3D DESIGNERS
Ben de Bosdari, Sean Bullough, Domingo Díaz Fermín

3D DESIGNER
Jose Roig

LEAD STUDIO PAINTER
Callum France

SENIOR STUDIO PAINTER
Rosie Williams

STUDIO PAINTER
Amy Snuggs

SENIOR STUDIO TERRAIN DESIGNER
Julian Jeratsch

PRINCIPAL GRAPHIC DESIGNER
Michal E. Cross

GRAPHIC DESIGNERS
Jane Robertson, Stephanie Toro, Chris Webb, Mark Whittington

SENIOR AUDIO AND VIDEO PRODUCER
Steve Daldry

LEAD WRITER
Ben Maunder

SENIOR DEVELOPMENT AND EDITORIAL MANAGER
Bryce Johnston

EDITORIAL MANAGER
Robert Hebblethwaite

LINE EDITOR
Richard L Gale

GAMES DESIGNERS
Jack Caesar, Evie Moriarty

COMMUNITY AND DESIGN ASSISTANT
Dom Westerland

SCHEDULING AND DESIGN ASSISTANT
Justin Talsma

2D20 DEVELOPER
Nathan Dowdell

RPG DESIGN ASSISTANTS
Andy Douthwaite, Jess Gibbs

SENIOR PROJECT AND EVENTS MANAGER
Daniel Lade

SENIOR PROJECT AND PROCESS MANAGER
Gavin Dady

PROJECT MANAGERS
Jim Johnson, Jamie MacKenzie, Haralampos Tsakiris

SENIOR OPERATIONS AND LOGISTICS MANAGER
John Wilson

FACTORY MANAGER
Martin Jones

SENIOR PRODUCTION OPERATIVES
Drew Cox, Warwick Voyzey

LEAD PRODUCTION OPERATIVE
Jake Pink, Miles Turner

PRODUCTION OPERATIVES
Thomas Bull, Rebecca Cartwright, Louis Hartley-Edwards, Christopher Leigh, Jake Skinner-Guy

ASSEMBLY TEAM
Elaine Elizabeth Hughes, Nichola Jones, Michelle Richards

TOOL MAKERS
Luke Gill, David Hextall, Anthony Morris

COMMUNITY MANAGERS
Lloyd Gyan, April Hill

PR MANAGER
Sophie May

JUNIOR SOCIAL VIDEO PRODUCER
Chloe MacInnes

TRANSLATIONS AND PUBLISHING MANAGER
Matt Timm

SALES ACCOUNT MANAGER
Matt Vann-Hinton

SALES EXECUTIVE
Hugo Simões

MARKETING COORDINATOR
Shaun Hocking

MARKETING MANAGER
Shareef Dahroug

MARKETING ASSISTANT
Georgie Reeve

CUSTOMER SUPPORT TEAM LEADER
Chris Dann

CUSTOMER SUPPORT REPRESENTATIVE
Jagdeep Thiara

OPERATIONS ASSISTANT
Stephanie Catala

WEBSTORE MANAGER
Apinya Ramakomud

FINANCIAL ANALYST
Valya Mkrtchyan

ACCOUNTS PAYABLE MANAGER
Ofelya Mnatsakanyan

ACCOUNTS RECEIVABLE SPECIALIST AND FINANCE COORDINATOR
Hollie Shepperson

Modiphius Entertainment Ltd.
39 Harwood Road, London, SW6 4QP, England
info@modiphius.com
www.modiphius.net & www.modiphius.us

STARTREK.COM

MUH0142601 ISBN: 978-1-80281-218-3

Manufactured by 4V Games in Lithuania
Batch number: 64216

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STAR TREK ADVENTURES

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.:INTRODUCTION

INFINITE DIVERSITY IN INFINITE COMBINATIONS

"IT IS OUR MISSION TO SEEK OUT LIFE IN ALL FORMS. WE ARE PRIVILEGED TO HAVE BEEN PRESENT AT THE EMERGENCE OF A NEW SPECIES."

- CAPTAIN JEAN-LUC PICARD

RODRIGO GONZALEZ TOLEDO

COMMODORE NELLA XEN

Welcome aboard! I'm Commodore Nella Xen, commanding the U.S.S. Challenger. *As a Joined Trill, I'm a living example of the strength of diversity. My symbiont's lifetime—spread across several hosts, many centuries, and multiple genders—gives me a perspective and skillset most Humans, and most other species, simply cannot match individually.*

However, I rely on my crew, which is incredibly diverse, just like the Federation, to complement and enhance my capabilities. Rather than challenge our differences, we embrace them.

FOR 60 YEARS, *STAR TREK*, THROUGH its many broadcast series and motion pictures (not to mention countless novels, comic books, games of all kinds, and more) has presented a diverse array of alien species as allies, adversaries, and everything in between. Including this range of aliens isn't just a creative flourish—it plays a crucial role in the franchise's storytelling, themes, and cultural impact. Following are several reasons why having many alien species is important to the *Star Trek* franchise and to your missions and campaigns:

- **CHALLENGING HUMAN SUPREMACY:** By portraying some alien species as intellectually or morally superior to Humans in some areas, *Star Trek* subverts the idea of Human centrality, encouraging humility and self-reflection. In the original series episode "Errand of Mercy," the **Organians** appear primitive but are actually highly advanced beings who prevent a war between the Federation and Klingons—revealing that Humans are far from the most evolved species.
- **DRIVING PLOT VARIETY AND INNOVATION:** Alien species allow for endless storytelling possibilities—new worlds, technologies, cultures, and conflicts keep the narrative fresh and expansive. The **Q Continuum** introduces god-like beings with vastly different motivations. Q episodes are unpredictable, philosophical, and often humorous—offering unique narrative possibilities outside typical science fiction tropes.
- **ENABLING EXPLORATION OF ETHICAL AND MORAL QUESTIONS:** Presenting different species with unique beliefs and customs can help create complex moral dilemmas for the main characters. For example, the **Prime Directive** often comes into conflict with the values of other civilizations, forcing characters to weigh difficult ethical choices.
- **ENCOURAGING TOLERANCE AND UNDERSTANDING:** Regular interaction with alien species shows the importance of communication, diplomacy, and empathy across differences—core messages of *Star Trek*'s optimistic view of the future. The occupation of Bajor by the **Cardassians** parallels real-world histories of colonization and resistance. Ethical questions around collaboration, freedom fighting, and reconciliation are central to these stories.
- **ENGAGING AND INSPIRING FANS:** Aliens of all shapes and temperaments spark curiosity and wonder, especially in younger audiences. They inspire fans to learn more about science, culture, and language—some even learn how to

speak Klingon or become scientists to more deeply explore the diversity of nature. The **Borg** are both terrifying and fascinating. Their collective mind, cybernetic enhancements, and concept of assimilation raise questions about individuality, technology, and identity—captivating fans and encouraging philosophical thought.

- **EXPANDING THE SCOPE OF SCIENCE FICTION:** By creating alien civilizations with distinct biology, psychology, and social structures, *Star Trek* broadens what science fiction can explore—often pushing the boundaries of imagination and scientific speculation. Introduced in *Voyager*, **Species 8472** exist in fluidic space and is immune to Borg assimilation. Their radically different biology pushes the boundaries of what life and consciousness can be.

▷ THE EVER-EXPANDING *STAR TREK* CANON

This supplement was developed and published while several *Star Trek* projects were in active production. As a result, details regarding the *Star Trek* universe, characters, equipment, locations, and species may be contradicted or amended based on future episodes and other broadcast projects.

While official *Star Trek* canon consists only of what appears on screen, your group's game canon is what you choose to make it. Use as much or as little of this supplement as you see fit, whether it remains adherent to *Star Trek* canon or not. **Make the *Star Trek* universe your own!**

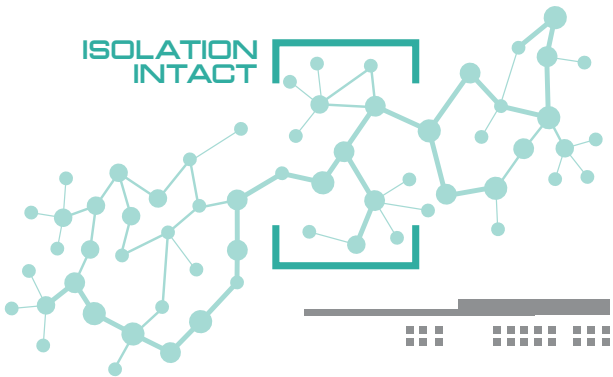
EREN ARIK

- **GIVING DEPTH TO GALACTIC POLITICS:** Interspecies relationships create a rich tapestry of diplomacy, alliances, and conflicts—making the *Star Trek* universe feel dynamic and politically complex (for example, the interactions among the Romulan Star Empire, the Klingon Empire, the Dominion, and the Federation). **Romulans** are secretive, strategic, and politically complex. Their interactions with the Federation involve espionage, diplomacy, and even war—creating rich narratives that echo Cold War–style intrigue.
- **ILLUSTRATING UNITY THROUGH DIFFERENCE:** The diversity of species within Starfleet (such as Andorians, Bolians, and Vulcans) shows how vastly different beings can work together for a common good, reinforcing themes of cooperation. Despite their differences and historical tensions, they helped form a lasting alliance—symbolizing unity despite diversity. **Vulcans**, like Spock, often struggle between logic and emotion, symbolizing the balance between different cultures or identities. Spock's mixed heritage (Human and Vulcan) speaks directly to the experience of biracial or bicultural individuals.
- **OFFERING CULTURAL COMMENTARY:** Species like the **Borg** (the loss of individuality), the **Cardassians** (militarism and occupation), the **Ferengi** (a critique of hyper-capitalism), and the **Trill** (LGBTQIA+ and transgender concerns) provide sharp commentaries on aspects of modern Human society. Ferengi culture is a satire of extreme capitalism and greed. Their **Rules of Acquisition** parody corporate ethics, and later episodes of *Deep Space Nine* show their society evolving—mirroring debates over economic systems, gender equality, and unionized labor.
- **SYMBOLIZING REAL-WORLD DIVERSITY:** Alien species represent different cultures, races, and ideologies, serving as metaphors for Human diversity. This allows *Star Trek* to explore real-world social issues like colonialism, gender, racism, and xenophobia in an allegorical way. Originally depicted as enemies, **Klingons** became valued allies. Worf's role in both *The Next Generation* and *Deep Space Nine* highlights the challenge of living between two cultures, promoting respect and understanding across cultural divides.

In conclusion, the sheer diversity of species on display and the overall tenets of **Infinite Diversity in Infinite Combinations (IDIC)** baked into the *Star Trek* franchise are critical because they support and amplify the franchise's core themes of **cooperation**, **diversity**, **exploration**, and the ongoing **quest for knowledge**. Each series and motion picture shows us that a diverse team is a versatile team, that we are stronger together than we are apart, and that there is little we cannot accomplish if we include a wide range of beliefs, cultures, personalities, and perspectives in all our endeavors.

VARIETY IS THE SPICE OF LIFE

WELCOME TO THE ***SPECIES SOURCEBOOK***, WHERE you, the gamemaster or player in a ***Star Trek Adventures*** mission or campaign, can learn more about the diversity of species present in the *Star Trek* Galaxy and use those species to populate your crew and cast of allies and adversaries.



▷ YESTERDAY'S ENTERPRISE

Star Trek Adventures can be used to tell stories in any *Star Trek* era, from the earliest days of the Federation in the mid-2100s out to the 32nd century and beyond. There were countless spacefaring civilizations plying space lanes all across the Galaxy long before humanity soared beyond the confines of their homeworld. Representatives of each species presented in this supplement may be found in any era of play, so long as the gamemaster and group of players agree to make it so.

SUPPLEMENT STRUCTURE

THIS SUPPLEMENT PROVIDES DETAILED INFORMATION you and your fellow players can use to create characters and to populate their crew and slate of adversaries with a diversity of beings in the best tradition of *Star Trek*.

Chapter 1: Species of the Galaxy provides 60 species templates, each including a species summary, example characters, sample values, attribute modifiers, a species trait description, a unique species ability, guidance on names, species talents, and other details relevant to that species. The chapter concludes with guidance on how to create your own original *Star Trek* species.

▷ NON-STARFLEET CAMPAIGNS

This supplement was designed to expand the possibilities available to you when playing ***Star Trek Adventures***. There are countless species either not aligned with the United Federation of Planets or directly opposed to it, many of which can be represented by the species found herein. Feel free to use the contents to help develop adventures and campaigns featuring **non-Starfleet** crews as diverse as the *Star Trek* setting. The Galaxy is big enough for all of them to have their stories told around the game table.

USING THIS SUPPLEMENT

WITH THIS SUPPLEMENT AND A COPY OF THE CORE rulebook, you can plan unique *Star Trek* stories and situations set in any time period, create interesting and cunning allies and adversaries for your crew, and collaboratively tell dramatic and engaging stories with your players, in your very own *Star Trek*-style episode or ongoing series.

Characters of every species can focus on any department or character role, and may use the new game mechanics and character options presented to deepen their gameplay experience. No matter the composition of your cast of characters, this supplement provides the means for you and your fellow players to create a dynamic and diverse crew populated with unique and wondrous life-forms whose stories stand alongside those of Arex, Dal R'El, Data, Dax, Kes, Kira Nerys, Morn, Neelix, Odo, Phlox, Rok-Tahk, Saru, Shran, Spock, T'Pol, Doctor T'Ana, D'Vana Tendi, Una Chin-Riley, and so many more.

Now, gather your players, your dice and other gaming gear, your favorite snacks, and your universal translator. The denizens of the Galaxy await you!

CHAPTER 1

SPECIES OF THE GALAXY

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NICOLA SILVANI

.:CHAPTER 1.1

AN ABUNDANCE OF LIFE

"YOU ARE A MONUMENT, NOT TO OUR GREATNESS, BUT TO OUR EXISTENCE. THAT WAS OUR WISH, THAT YOU TOO WOULD KNOW LIFE, AND WOULD KEEP ALIVE OUR MEMORY. THERE IS SOMETHING OF US IN EACH OF YOU, AND SO, SOMETHING OF YOU IN EACH OTHER."

- A PROGENITOR RECORDING

RODRIGO GONZALEZ TOLEDO

LIEUTENANT ZOE HERNANDEZ

I'm into botany in a big way, mostly because of the huge diversity of plant life discovered every day across known space. Did you know scientists have catalogued more than ten million varieties of orchid hybrids? That's mind-boggling.

And you know what's even more boggling? The diversity of sentient life in our corner of the Galaxy! Every first contact, every chance encounter, introduces us to new people, new thoughts, and new dreams. New connections.

FOR 60 YEARS, *STAR TREK* EPISODES, motion pictures, novels, short stories, games, and more have presented a staggering variety of sentient alien species used as characters in both major and minor, speaking and non-speaking roles. The incredible diversity of sentient life in the *Star Trek* universe is impossible to catalog in its entirety, as new beings are created as part of virtually every new story.

This chapter contains 60 species templates, echoing those found in the core rulebook on pages 100–113. Each template includes brief species information, example characters, sample values, attribute modifiers, a species trait description, a unique species ability, guidance on names, species talents, and other relevant details. These species templates can be used for both player characters and non-player characters.

▷ SPECIES VARIANTS

A number of species options are variations on an existing species option presented elsewhere, perhaps representing a subspecies or some alteration derived from an original species. These variants have *two* species traits: one representing their original species, and one representing their variance. For example, Human Augments have both the **Human** and **Augment** traits.

When a species is presented in this way, they may select species talents which relate to either species trait: for example, a Blue Orion may select Orion species talents as well as those specifically for Blue Orions.

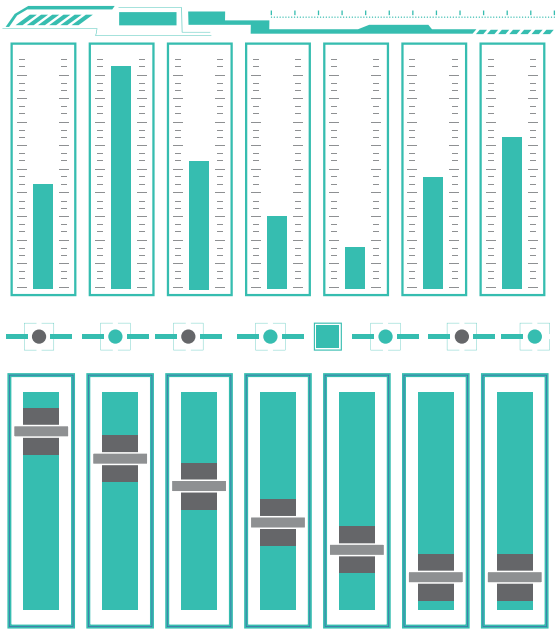
.:NON-HUMANOID SPECIES

THE OVERWHELMING MAJORITY OF species depicted in *Star Trek* are humanoids, of similar size and form to Humans, with a head, a torso, two arms, and two legs. This is, in the most basic terms, "life as we know it." These species, being similar to one another, have common methods of perceiving and interacting with the universe, and common ways of communicating with one another. There are always challenges bridging the divide between any two groups of people—and history shows that even beings of the same species may be divided—but the divide between two humanoid species is relatively small.

But there is life out in the Galaxy beyond the humanoid. It's often harder for us to recognize a non-humanoid species as intelligent life, or sometimes even as life at all, if it doesn't fit our customary definitions. Some species, like **Changelings**, **Holograms**, and **Nanokin**, can choose to resemble humanoids, but this is a guise concealing their fundamental differences,

and they often feel isolated and misunderstood—or worse—among humanoids. **Exocomps** had to fight to be recognized as something more than merely tools, even as they were achieving their sapience for the first time. **Cetaceans** were thought to be animals for a long time. **Horta** were thought of as monsters or animals before it was possible to communicate with them. **Medusans** and other forms of incorporeal life can often exist in forms so wildly different from the "humanoid norm" as to be unrecognizable before communication is achieved.

Naturally, this means playing a non-humanoid character can be challenging. The expectations for the way you interact with the world and communicate with other creatures are different. Things which you—as a player—take for granted as a Human may not necessarily be true. Non-humanoids that can assume a humanoid form are the easiest to consider: A Changeling character like Odo can do most things a Human or Bajoran can, but can do other things as well. However, a Cetacean character has a substantially different perspective on the world, being adapted for life underwater and lacking features like hands, opposable thumbs, and legs. Similar can be said of Exocomp or Horta characters: they may be able to go places and do things Humans can't, but there are things Humans can do that they cannot. Adjudicating these differences may be an additional consideration the gamemaster has to think about in different scenarios.



▷ THE LIFEPATH AND STRANGE UPBRINGINGS

The **lifepath** method of character creation assumes a character has some form of childhood or developmental phase, and is shaped by their environment, education, and upbringing during their early life, as well as choosing (or having chosen for them) a career path they'll train for and pursue. And, for the most part, these are common ways for characters to develop.

But it doesn't *always* work, especially with the species in this book, which are somewhat more esoteric. Some of the species in this book are created, born, or bred in ways that differ wildly from the basic expectations of the lifepath. The **Jem'Hadar** and the **Vorta**, as species engineered by the Founders to serve the Dominion, receive their own distinct lifepath options to represent their differences, but they are far from the only examples of characters who don't "grow up" in the manner a lifepath suggests.

Artificial life, such as **Androids**, **Holograms**, and **Exocomps**, are built (or in the case of holograms, programmed), though they may still have an early developmental stage during or soon after assembly: Lieutenant Commander Data had formative experiences during the development of his positronic neural net before he was fully developed and able to apply to Starfleet. With some species, like **Medusans**, we don't yet know how they reproduce or mature.

In general, you should use either the **creation-in-play** method for character creation to side-step this potential issue, or simply go through the **lifepath** as normal and pick the options that seem closest to the way you conceptualize your character's development in their life before the campaign: the **Environment** and **Upbringing** options may not be exactly what the character would have gone through, but you can pick the options which align most closely with the way you picture your character, or figure out some way to explain how these options fit.

ANDROID

Synthetic humanoids—commonly referred to as **androids** or **synths**—have been produced by many civilizations throughout the Galaxy, demonstrated by the partly understood remnants of ancient civilizations. In the 24th century, the Human scientist **Noonien Soong** sought to develop fully sapient androids using a positronic brain, and eventually found success, creating the androids **Data** and **Lore**. While Lore was deeply misanthropic and eventually had to be deactivated, Data became a celebrated and renowned Starfleet officer and a pioneer in cybernetics in his own right.

Soong's son **Altan**, along with Starfleet cyberneticist **Bruce Maddox**, built on theories developed by Data that would allow them to create new androids from positronic neurons taken from Data's brain, refining the technology to where they could be created from synthetic organic tissues, making them nearly indistinguishable from Humans. These Coppelius androids—named for the planet where they were created—were discovered and their homeworld accepted as a protectorate of the Federation in 2399.

EXAMPLE CHARACTERS: *Data* (The Next Generation)*, Soji Asha* (Picard)*, Fred* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- Ethical programming defines my thinking
- What does it mean to be alive?
- Just because I am synthetic doesn't mean I'm not a person
- A whole Galaxy to explore and experience

ATTRIBUTES: +1 Control, +1 Fitness, +1 Reason

TRAIT: Android. The physical and mental capabilities of an android are enhanced compared to that of many organic or cybernetic life-forms. They are highly resistant to the effects of hard vacuum, disease, radiation, suffocation, toxins, and telepathy. Some environmental conditions, such as highly ionized atmospheres, intense electromagnetic discharges, and the like can have a severe effect. The legal personhood of androids has been a controversial matter, and many people look on androids with suspicion or doubt.

You may replace the name of this trait with the type of Android the character is: for example, **Soong-type Android** for older models like Data or Lore, or **Coppelius Android** to represent those created on Coppelius.

SYNTHETIC LIFE-FORM (SPECIES ABILITY): You are not an organic being, and are not as vulnerable to physical harm: you have +1 Protection against Stun *Attacks*. You recover from injuries with Engineering tasks, rather than Medicine. In addition, you add 1 automatic success to any task roll which uses your Reason, due to your powerful positronic brain.

ANDROID NAMES: Noonien Soong's original androids were either given an alphanumeric designation (such as B-4), or a name which was a synonym for information (such as Data and Lore). Successive generations of androids had names which evoked this, but many androids took whatever names they felt appropriate.

ANDROID SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY AN **Android** character.

.: BIOSYNTHETIC CONSTRUCTION (ANDROID TALENT)

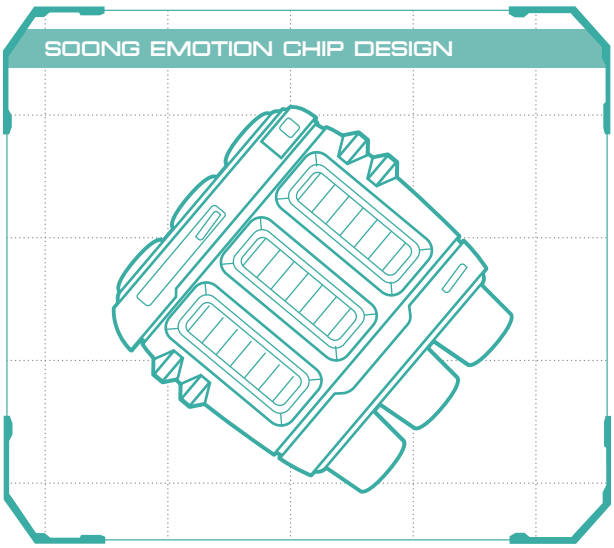
REQUIREMENTS: Android; can only be taken at character creation or with gamemaster's permission; you may not take the Duranium Polyalloy Construction talent

Though you are an android, your construction is almost indistinguishable from that of a living creature. You gain one additional species trait: this is the species you appear to be. To determine that you are an android, an observer must examine you closely with a tricorder or similar tool, and succeed at a **Reason + Engineering** or **Reason + Medicine** task with a Difficulty of 3. Your injuries may be healed using either Engineering or Medicine.

.: DURANIUM POLYALLOY CONSTRUCTION (ANDROID TALENT)

REQUIREMENTS: Android; can only be taken at character creation or with gamemaster's permission; you may not take the Biosynthetic Construction talent

Your physical form has been constructed from extremely durable materials, and your resilience and physical capabilities are formidable. You have +1 Protection against all attacks (this stacks with the Protection gained from your species ability). In addition, you add 1 automatic success to all task rolls using your Fitness.



▷ ANDROIDS AND SYNTHS

While fully sapient androids are rare, even with the discovery of the colony on Coppelius, the Federation had figured out how to mass-produce a simpler form of android by the 2380s. The **Daystrom A500 Synth** was not sapient: they were capable only of a limited degree of self-awareness, with simulated personal interaction subroutines. Their design utilized bioneural circuitry, as it was easier to manufacture consistently than the more complex positronic neural net design from Dr. Soong's work. They were Human in form, though no attempt was made to make them completely lifelike, and their bodies were engineered to be strong, precise, and durable for their intended function as a workforce.

The first models were brought online towards the end of 2382, and were in full-scale production within a year. They were set to work immediately to provide the massive amounts of manual labor needed at the Utopia Planitia Fleet Yards. After the attack on Mars in 2385, where the entire synth workforce was compromised, the Federation banned all research into synthetic life and all production of synths, and required that all existing synthetics be dismantled. This ban remained active until late 2399, though the future of the A500 Synths remains unknown.

.: NEW ORCHIDS

MERRY, CITIZEN OF COPPELIUS

I was there the day we nearly summoned the synthetic alliance to protect us from the organics. The day we would be free from any creature who would deny us our right to exist.

I understand the outcome was objectively the best. The least number of lives were lost. The ban on synthetics was lifted. We are now free to go wherever we please.

And yet some part of me bristles at Coppelius "belonging" under Federation protection. Perhaps I will begin our own defense training so next time we won't need help from anyone.

The Orchid Alliance. Yes.

AURELIAN

One of the few avian species to be represented within the Federation, the **Aurelians** are renowned for their study of history and service within the Federation Science Council. While not unheard of, there are a few Aurelians serving in Starfleet, most commonly as science officers. Aurelians dislike enclosed spaces and many suffer from mild claustrophobia, which makes long-term service aboard a starship difficult.

Most Aurelians pursuing a career in Starfleet request assignments at planetary installations, allowing them to spend their off-duty time outdoors, though some enjoy postings on larger vessels or starbases with sufficiently large recreational spaces. Their homeworld of Aurelia is an abnormally large Class-M planet covered by large expanses of scrub lands and mild deserts. Aurelians on Aurelia make their homes in natural mesa formations. Though they did not join the Federation until several decades after its formation, Aurelians were known to early Human deep space explorers.

> ***EXAMPLE CHARACTERS:*** *Aleek-Om* (The Animated Series)*, Adreek-Hu* (Prodigy)

SPECIES DETAILS

SAMPLE VALUES:

- Soar high and achieve greatness
- By knowing our past, we can see better what's coming
- I need an open sky and the wind in my feathers
- There is always something more to explore

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Aurelian. Aurelians are capable of flight, thanks to large and muscular wings. This allows them to quickly traverse distances and avoid obstacles on the ground. They also possess keen eyesight, and a natural directional sense based on the magnetic field of planetary bodies. Nearly all Aurelians suffer from claustrophobia, though the severity of the affliction differs from individual to individual.

AIRBORNE AVIAN (SPECIES ABILITY): Your powerful wings allow you to maneuver easily through the air. When you take a *Movement* minor action or *Sprint* major action, you may choose to fly; if you fly, you move one additional zone, and you ignore any difficult terrain or obstacles on the ground. However, weather conditions, such as strong winds, can act as difficult terrain when you fly. When in any enclosed space, including the interior of a starship, increase the complication range of all tasks you attempt by 2, as you feel agitated and claustrophobic.

AURELIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Aurelian character.

.: AIRBORNE ADVANTAGE (AURELIAN TALENT)

REQUIREMENTS: Aurelian, or gamemaster's permission

You're quick to take advantage of the fact that most other sapient species are stuck on the ground and seldom look up. When you make an attack against an enemy who is below you, you may reroll 1d20, and you score 1 bonus Momentum if your attack succeeds. Bonus Momentum cannot be saved.

.: AN EYE ON THE HORIZON (AURELIAN TALENT)

REQUIREMENTS: Aurelian, or gamemaster's permission

The Aurelians' keen eyesight allows them to discern distant details when flying overhead. This mindset often influences Aurelians in other ways, giving them a tendency to try and anticipate problems a long way off. Each time you or another player character in the same scene as you attempt a task roll where the complication range has been increased, you may spend 1 Momentum to negate that complication range increase: the complication range of that task reverts to normal (i.e., a complication arises on a result of 20).

AURELIAN NAMES: Aurelian names usually comprise songlike syllables with the individual's name first and the familial or clan name second. The familial name, however, is included for tradition's sake only—as clan divisions have long since been abolished on Aurelia.

- **FEMININE NAMES:** Manika-Esp, Sutrial-Jon, Loisma-Ne, Pipadi-Par, Inroha-Fe, Evaasa-Al
- **MASCULINE NAMES:** Jorenber-Le, Aleek-Om, Pealo-Dix, Tarieel-Er, Lovalga-Li, Dueyyit-Ne

▷ THE NOVOLARE

A subspecies of Aurelians, sometimes known as the **Novolare**, are flightless and lack wings entirely, and suffer less from claustrophobia; these Novolare Aurelians in Starfleet are more commonly found serving aboard starships and starbases. Lacking wings and the weight constraints needed for flight, they tend to be more agile on the ground than their winged cousins.

Novolare Aurelians are treated identically to other Aurelians, but have a different species ability, as follows:

NIMBLE AVIAN (SPECIES ABILITY): Your agile body allows you to navigate your environment more efficiently. When you encounter difficult terrain during movement, you may reduce the Momentum cost of that terrain by 1. You may also reroll 1d20 on any **Fitness + Conn** task attempted when you take the *Sprint* major action.

.: PERSONAL LOG

ENSIGN PARRE-PA

After lunch, I let Ensign Josepha try painting on my wings. I must say, I'm impressed! And I have such ideas!

What if she painted my feathers darker, like camouflage, before deployment? That would make my scouting missions so much easier!

Oh...oh, no.

I hope I didn't offend Josepha when her "starry night" pattern sparked the thought and I took off with it. It *was* very pretty, and she was right, it *would* look fantastic matched up with some evening wear. I should have said before I left.

But the *scouting!*

BARZAN

A hardy and dauntless species from the resource-poor world of Barzan II, the **Barzan** have long emphasized community, duty, and solidarity as survival strategies, knowing that they cannot endure or thrive if they do not strive together. While known to the Federation as early as the 23rd century, the Barzan civilization lacked its own spaceflight program due to the scarcity of resources on their homeworld to spare on such a project; their early space exploration was limited to automated probes. Barzan II—and the Barzan Planetary Republic—joined the Federation during the 25th century.

> ***EXAMPLE CHARACTERS:*** *Nhan* (Discovery), *Bhavani* (The Next Generation)

SPECIES DETAILS

SAMPLE VALUES:

- Duty above all
- What is required of me that others may survive?
- My skill and resolve are the only resources I need
- Anything less than my best is a waste

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Barzan. Barzans cannot breathe without the particular gases present on their homeworld, gases which are toxic to most other species; any Barzan who leaves their homeworld makes use of breather implants to aid their respiration. Barzan culture is used to hardship, placing emphasis on duty, diligence, and sacrifice for the good of many over the desires of the individual.

UNYIELDING RESOLVE (SPECIES ABILITY): You give 100% as often as you are able, and you will not allow setbacks to deter you. When you spend a point of Determination on a task roll, if the task still fails, you regain that spent Determination.

BARZAN NAMES: Barzans tend to have a given name and a surname, though may often use only one of these. They are culturally very private about their naming conventions and while many of them use two names, it's unclear which is the surname.

- **SAMPLE NAMES:** Amma, Attis, Bhavani, Nhan, Ryess, Servu, Tolpra

BARZAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Barzan character.

.:EXPERT QUARTERMASTER (BARZAN TALENT)

REQUIREMENTS: Barzan, or gamemaster's permission

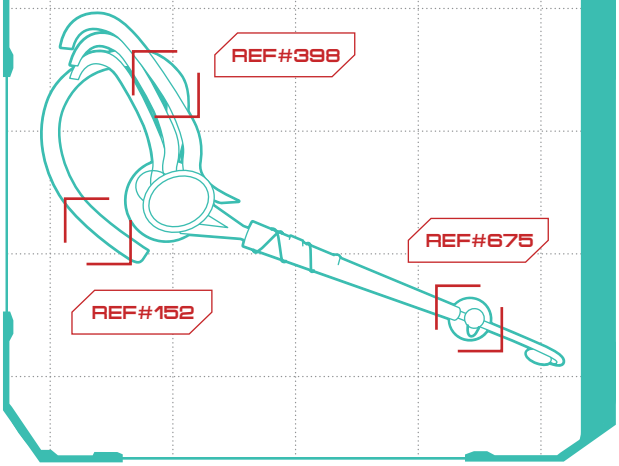
The Barzan people have long had to make do with less, and this has taught them to be especially considerate of all resources at their command. When attempting a task to salvage resources, materials, or components from existing items, you may reroll 1d20. Further, once per session, when you obtain equipment with an opportunity cost, you may reduce that cost by 1, to a minimum of 0.

.:STRIVE AND SACRIFICE (BARZAN TALENT)

REQUIREMENTS: Barzan, or gamemaster's permission

You push yourself harder when your effort makes the difference between your kin or crew succeeding or failing. When you assist an ally, you may suffer 1 Stress to reroll your assistance die.

BARZAN RESPIRATOR



▷ A HORRIFYING HISS

One of the deepest, darkest fears an environment-reliant species can have is a malfunction of their breathing equipment. Below are some sample complications one might experience.

.:RANDOM GEAR COMPLICATIONS

D20	COMPLICATION
1–2	One of the atmospheric converters is off balance and has added the equivalent of helium to the breathing mix.
3–4	A pressure regulator has malfunctioned.
5–6	The unit's internal alarm keeps sounding, even though there's nothing else wrong with the breather—*yet*.
7–8	Something is wrong with the atmospheric levels of the breather.
9–10	An atmospheric imbalance in the device has caused the equivalent of allergies in the character.
11–12	The breather maintenance went a little too smoothly, and while the character is breathing normally, they are also getting the equivalent of a high-dose stimulant.
13–14	The breather took damage but seems fine, though in reality the character is breathing in a colorless, odorless gas (like carbon monoxide).
15–16	An important part of equipment is giving the character air, just not enough.
17–18	The external component holding the equipment is forcefully knocked loose.
19–20	An essential part of the breathing apparatus has been irrevocably damaged. If it is external, part of it has broken off. If internal, it has received damage enough to shut it down. The character can no longer breathe and requires immediate medical attention.

BENZITE

Benzites originate from numerous distinct geostructures upon their homeworld of Benzar. Benzites from the same geostructures tend to be very similar in appearance, often appearing identical to outsiders. Benzites tend to excuse this to outsiders as comparable to a "family resemblance" for other species.

Benzite physiology gives their skin a hairless blue-to-green complexion. The Benzite skull has a thick protrusion that extends over the brow and nose, with two facial tendrils above the lip. Highly meticulous, a Benzite officer is a valuable resource when it comes to exploration and investigation. Benzites can only breathe the atmosphere of standard Class-M planets for a short time without suffering harm, and rely on a vaporizer device to supplement their air supply with necessary gases and mineral vapors. Around 2370, some Benzites underwent surgical modifications to enable them to breathe Class-M atmospheres without the vaporizer, allowing them to live on other worlds long-term.

> ***EXAMPLE CHARACTERS:*** *Mendon* (The Next Generation)*, Hoya* (Deep Space Nine)

SPECIES DETAILS

SAMPLE VALUES:

- Report only what you know
- Devise a solution for any problem you discover
- Information is only worth sharing if it's useful
- Rushing to conclusions is a sure path to disaster

ATTRIBUTES: +1 Control, +1 Insight, +1 Reason

TRAIT: Benzite. A Benzite's average body temperature is several degrees lower than an average, warm-blooded humanoid, though the Benzites themselves are not cold-blooded. Their blood is mercury and platinum based. Benzites also have two opposable thumbs on each hand, aiding their dexterity. Some Benzites require a breathing apparatus in Class-M atmospheres: add the trait **Breathing Apparatus**.

ALL FINGERS AND THUMBS (SPECIES ABILITY): Your hands consist of four fingers and two thumbs each, and you're used to operating technology swiftly and with precision. When you succeed at a task which would require extremely fine motor skills, you generate 1 bonus Momentum. Bonus Momentum cannot be saved.

BENZITE NAMES: Examples include:

- **FEMININE NAMES:** Dralia, Hava, Hoya, Magark, Mardral, Marya, N'Verix, Salmak, Shelzane, Veldon
- **MASCULINE NAMES:** Cardok, Kamis, Laporin, Mendon, Monyodin, Mordock, Oorv, Selidok

BENZITE SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Benzite character.

.: METICULOUS ANALYSIS (BENZITE TALENT)

REQUIREMENTS: Benzite, or gamemaster's permission

When you succeed at a task to scan or study unidentified phenomena, you may spend 2 Momentum to immediately make an additional Difficulty 0 task roll using the **Reason + same department**, and the same focus. You may not purchase additional dice on this task roll, and any successes you generate immediately become Momentum added to your previous task's result.

.: THOROUGH AND METHODICAL (BENZITE TALENT)

REQUIREMENTS: Benzite, or gamemaster's permission

You're careful in everything you do, and do not stray from the proper way of doing things lightly. When you attempt a task using Reason, and purchase one or more dice by spending Momentum, you may pick a single die in your dice pool and treat it as if it had rolled equal to your target number for that task (and is thus a success) instead of rolling it. However, you may not spend any Momentum to reduce the amount of time the task took to perform. You cannot use this talent's benefit if you are the first character to act during a round in combat.

.: A DEAL TOO GOOD TO RESIST!

DR. LOBES MEDICAL SUPPLY ADVERTISEMENT

Yes, friends, it's true! Dr. Lobes is back with another bargain the likes of which you CANNOT ignore!

Do you ache to see the universe but are stuck on your homeworld due to reliance on very specific breathable gases? Well fear no more, friends, because Dr. Lobes's Medical Supply has you covered with our all-new **Advanced Platinum Breathing Apparatuses!** Perfect for the lonely Barzan or Benzite in your life, now they can finally take that romantic off-world vacation with you. Dreams come true with Dr. Lobes!

We have many designs to choose from, from the tried-and-true Benzite chest-mounted apparatus to the sleek and barely-there Barzan half-internalized breather. Enjoy your meal and your breathing at the same time without pesky interruptions or having to work around clunky headgear!

Our very reasonable prices start at three bars of gold-pressed latinum. Order yours today!

Dr. Lobes cannot and will not be held responsible for any damages, material or otherwise, that arise from purchase, malfunction, or improper use of this product.

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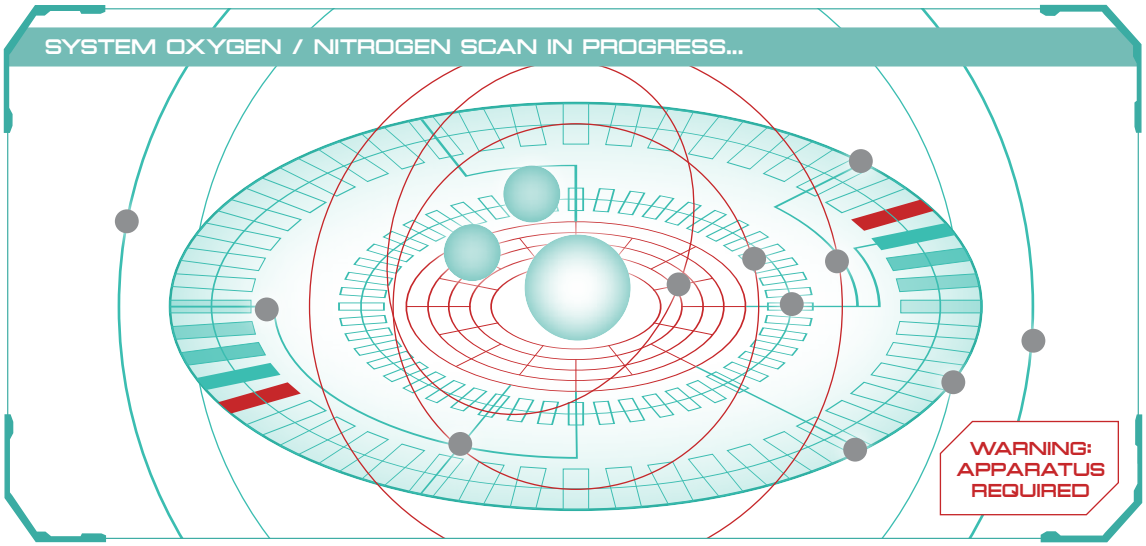


BETELGEUSIAN

Due to their quick reflexes and great physical strength, **Betelgeusians** are known for their martial abilities and discipline. Their culture prizes honor, discipline, and loyalty to one's family. Betelgeusian bones are laced with heavy mineral deposits which make them resilient to energy weapons fire, making them ideal soldiers for the battlefields of any war. Though they are known for being mercenaries, the Betelgeusians have a strict code of honor where they will honor their contracts to the letter but refuse to engage in dishonorable cruelty. During the Federation-Klingon War of the mid-23rd century, Klingons were said to enjoy fighting Betelgeusians in battle because they represented a greater challenge than other members of the Federation.

EXAMPLE CHARACTER: *Cosmo Traitt* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- There will be one victor here, and it shall be me
- My foe deserves every respect as a fellow warrior
- My word is absolute, and I will not break it
- I am nothing without my conduct

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: Betelgeusian. Betelgeusians appreciate the study of combat in all its forms. In their culture, survival is never guaranteed and a wise Betelgeusian knows the importance of training their body, their mind, and their soul for all forms of conflict. Though martial, they do not engage in warfare indiscriminately and never take risks unless they are justified. Betelgeusians consider debate to be one of the highest forms of warfare because it can be used to defeat an opponent without having to strike them.

HARDENED FOR BATTLE (SPECIES ABILITY): Your body is hardened against harm, and your mind is hardened against fear. You have +1 Protection against any ranged attack from a phaser, disruptor, or comparable energy weapon. In addition, whenever you would suffer a trait or other effect representing fear or panic, you may suffer 1 Stress to ignore that trait or effect.

BETELGEUSIAN NAMES: Betelgeusian tend to have a given name and surname, though often use only their given name. They differ from other species in that a Betelgeusian will often change their name to use pleasing words they like that are used by other species. While some prefer to use traditional names like Jelfrit or Yor, it is not uncommon to encounter a Betelgeusian

BETELGEUSIAN SPECIES AND CULTURE TALENTS

.:HONORABLE SPECIES

SOCIAL SCIENCES SPECIALIST S'REKA

"Another Honor-obsessed, warlike species," I hear you grumble. Some jump to the conclusion that Betelgeusians are just blue-skinned Klingons with more challenging bone composition, and they are quite wrong! Yes, Betelgeusians are deeply loyal to their family, but the emphasis is different. Klingons place more importance on family reputation and family honor. The Great Houses are the center of their society, while Betelgeusians have no such restrictions. As they might say, one can be loyal to one's family without staking the stability of an entire society on it.

The reliance on martial discipline notably differs between the species as well. With fierce, predatorial ancestors, Betelgeusian hand-to-hand combat emulates a hunter's intense, quick precision. Neither glory nor hunger for bloodshed spurs them to fight. Klingons hope to die in glorious battle; Betelgeusians fight to live, and thus they are careful about the risks they take and why they prefer not to engage in wanton cruelty.

Where the Klingons set their codes and standards of honor around adherence to ancient battling traditions, Betelgeusians consider even the act of verbal argument to be its own code. No wonder debate is held so highly among them, nor is it any wonder their contracts are so rigorously upheld.

whose love of traveling through space makes them inclined to use "Cosmo" as their first name if they find it aesthetically pleasing and representative of their personality.

- **SAMPLE NAMES:** Cosmo Traitt, Yor, Jelfrit, Badakar, Shor, Malkune

THE FOLLOWING TALENTS MAY BE TAKEN BY A Betelgeusian character.

.:STRENGTH OF THE ELDERS (BETELGEUSIAN TALENT)

REQUIREMENT: Betelgeusian

Betelgeusians are descended from predators who used speed and ferocity to overwhelm their prey. In modern times, Betelgeusian martial traditions emphasize swift, precise strikes to overwhelm a foe. A Betelgeusian may use **Fitness + Security** rather than **Daring + Security** to make melee attacks. In addition, the injuries inflicted by their melee attacks increase in Severity by 1.

.:VERBAL WARFARE (BETELGEUSIAN TALENT)

REQUIREMENTS: Betelgeusian, or gamemaster's permission

Engaging in debate is one of the highest forms of expression in Betelgeusian culture, and a Betelgeusian who deigns to engage someone in argument is considered to be giving them a great gift. When you win an opposed task during a social conflict, you generate 2 bonus Momentum. Bonus Momentum cannot be saved.

BOLIAN

Bolians are a good-natured, sociable, even garrulous species native to Bolarus IX in the Beta Quadrant. A long-time ally of the Federation, Bolians see great value in hard work and cooperation, and they are often drawn to environments and professions that allow them to mingle with a variety of other peoples. As a result, Bolians can be found in all walks of life and on countless worlds, including Earth, and they are a common sight throughout Starfleet and civilian life in the Federation. Beyond that, Bolian trading institutions, such as the Bank of Bolias, often serve as intermediaries for trade between other polities such as the Federation and the Ferengi Alliance.

> ***EXAMPLE CHARACTERS:*** *Mot* (The Next Generation), *Chell* (Voyager)

SAMPLE VALUES:

- A broad smile and a warm heart
- Who am I going to meet today?
- A shared task is half the work and twice the satisfaction
- If you don't speak your mind, how can anyone know you?

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Bolian. Bolians have a reputation as a gregarious, hospitable people, and they're commonly found in public-facing roles. Bolian bodily fluids are highly toxic to other species, while their anatomy allows them to consume and withstand foodstuffs that would be inedible to anyone else.

AMIABLE (SPECIES ABILITY): You're outspoken and sociable, always with a supportive word to ease your comrades' burdens. Whenever you succeed at a Presence-based task roll, the Momentum cost to remove an ally's Stress is reduced to 1. Whenever you and an ally both rest, and spend a meaningful part of that rest together (the entire breather, at least half of a break, or at least one hour of a longer rest), you each recover 1 more Stress than normal.

BOLIAN NAMES: Bolian names follow a common pattern of personal name followed by family name, as is seen among numerous other cultures. Many common Bolian names are single-syllable, and Bolian names in general often have a round, friendly sound.

- **FEMININE NAMES:** Lysia, Mitena
- **MASCULINE NAMES:** Ardon, Hars
- **FAMILY NAMES:** Arlin, Boq'ta, Brathaw, Broht, Haro, Rixx, V'Sal, Vadosia, Zier

THE FOLLOWING TALENTS MAY BE TAKEN BY A Bolian character.

.:BORN NEAR A WARP CORE (BOLIAN TALENT)

REQUIREMENTS: Bolian, or gamemaster's permission

Bolian traditions say that a child born near an active warp core has an improved, more positive, disposition. Optimism and an upbeat attitude certainly lends credence to this tradition, allowing the Bolian to weather misfortune. When you suffer a complication from a task, roll a d20; if the result is equal to or under your Presence rating, ignore the complication. You may ignore one complication per scene in this way.

.:WARM WELCOME (BOLIAN TALENT)

REQUIREMENTS: Bolian, or gamemaster's permission

A cheerful, outgoing personality is the perfect thing to put diplomatic guests at ease. Whenever you assist another character on a social task, the ally being assisted may use your Presence rating instead of their own. Further, you may reduce the Threat cost to assist for that task by 1, to a minimum of 0.

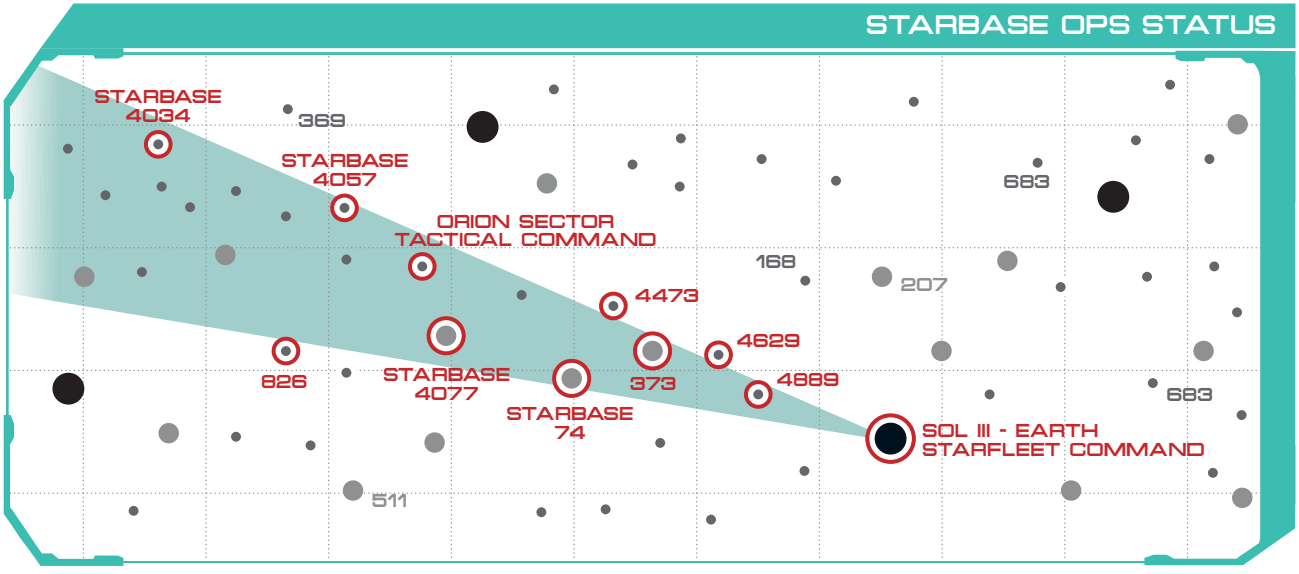
.:THE LONGEST JOB INTERVIEW

EXCERPT FROM CANDIDATE VALIA ROVAL FROM BOLARUS IX

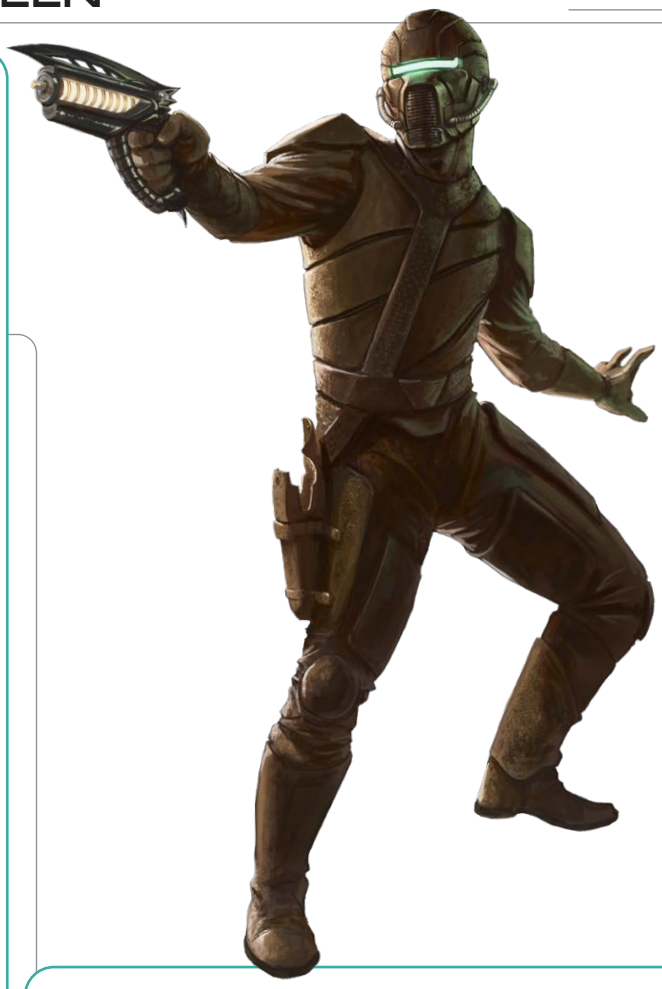
And then they revealed that the Ensign had known all along, and that he had been keeping La'lania's secret in the name of camaraderie. Oh, how it stirred my heart! The revelation left the entire crew speechless for a good moment, but all was well in the end! The result was a brand new sub-department made specifically for La'lania, to allow her to remain on board with the ensign and still be of use to the department, even with her newly acquired additional limbs.

I just love a good spamantasama, don't you? Oh, I'm sorry, I should explain! I coined that term myself, you know. A Space Romance Fantastical Drama. Ever since reading that story, I just fell deeply in love with the intricacies of interpersonal relationships, especially how they relate to different species. For example, did you know that there are over 7,000 little language slip-ups that, to one society is a profession of romantic love, while that self-same phrase might set off an altercation in another species? Simply fascinating and exhilarating, if I do say so!

Anyway, to answer your question perhaps more succinctly, yes. I did list reading as a hobby.



BREEN



A species with an isolationist, militaristic culture, the **Breen** have been an enigma for centuries; indeed, few had seen a Breen outside of their refrigeration suits and lived to tell of it prior to the 32nd century. Their territory is deep within the Alpha Quadrant, beyond the Cardassian Union and Ferengi Alliance. Contact with the Federation and other Beta Quadrant polities is rare and typically violent, though they are regarded as secretive and untrustworthy even to the Romulans, who have a saying: "Never turn your back on a Breen."

During the 24th century, little was known of the Breen Confederacy, but they were considered to be one of the most warlike cultures in the Galaxy. They came into wider contact with the other powers of the Alpha and Beta Quadrants when they aligned themselves with the Dominion. Centuries later, the Breen Imperium was similarly militaristic, but also highly territorial and expansionist, though just as secretive about themselves. Among the few facts known was that some Breen technology was based on biotechnology, cultivating engineered strains of algae to possess properties similar to other useful materials, and allowing them to grow technological components.

EXAMPLE CHARACTERS: *Gor* (Deep Space Nine), *L'ak* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- I do not care what happens as long as I achieve my objectives
- Your pain does not concern me
- My regard for you lasts only as long as I benefit
- My code of honor is for me and mine; I'm not obliged to treat you honorably

ATTRIBUTES: +1 Control, +1 Fitness, +1 Insight

TRAIT: Breen. Breen physiology is semi-gelatinous in nature, but with effort and concentration they can assume a more solid form with a hardened outer shell, though they dislike doing this: young Breen are taught that solid state was a sign of weakness. Breen are accustomed to extremely low temperatures, and they customarily wear all-concealing refrigeration suits. Breen do not have blood or other bodily fluids, only their natural gelatinous substance, and few non-Breen have any understanding of Breen physiology. The thoughts and emotions of Breen are not detectable by telepaths or empaths.

GELATINOUS FORM (SPECIES ABILITY): In your natural gelatinous state, you may reroll 1d20 on any task roll using Control. You may assume a solid state by suffering 2 Stress, gaining 1 Protection, but losing the reroll from your gelatinous form. While wearing a refrigeration suit, you gain 1 Protection without the need to suffer Stress, and may remain in your gelatinous state.

BREEN NAMES: Breen names tend to be short and abrupt, normally consisting of only one syllable (with a few rare exceptions). These names are also translations to enable non-Breen to pronounce them; the Breen language is not well-known to other species.

- **SAMPLE NAMES:** Arisar, Gor, Gren, L'ak, Lok, Pran, Rong, Ruhn, Sar, Tahal, Trel, Vart, Vog, Za'dag

BREEN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Breen character.

.:COLD WARRIOR (BREEN TALENT)

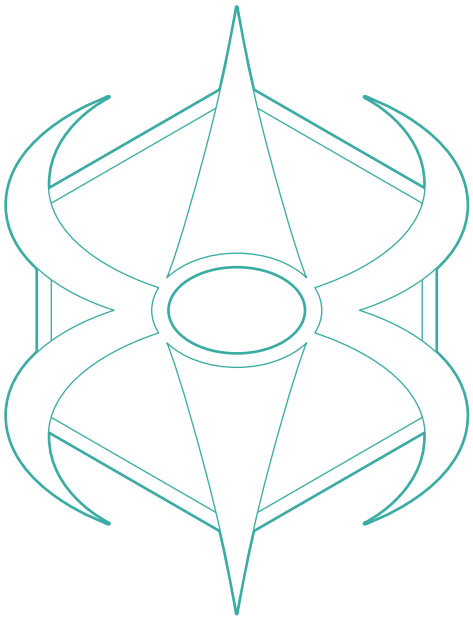
REQUIREMENTS: Breen, or gamemaster's permission

Your use of a refrigeration suit is a great asset. When you attempt a task to conceal yourself from technological forms of detection, you may select one d20 and treat it as though you had rolled a 1, as your refrigeration suit masks your thermal signature and disrupts other signals you may give off.

.:DISREGARD FOR HARDSHIP (BREEN TALENT)

REQUIREMENTS: Breen, or gamemaster's permission

You are ruthless and determined, and hold little regard for the pain it takes to achieve your goals. Whenever you use a value or Directive positively, recover 4 Stress. You may regain Stress in this way even if you are Fatigued.



▷ VILLAINS

Many of the species in this book are beings who have traditionally appeared as antagonists in the *Star Trek* universe, such as the Breen, Remans, Son'a, Terrans, any species associated with the Dominion, or the Xindi. For obvious reasons, these might not be seen as the best fit for a typical group of player characters, as ***Star Trek Adventures*** is broadly a heroic, optimistic game, ill-suited for characters who espouse values of conquest and xenophobia.

However, *Star Trek* is a big universe, and contains multitudes of stories. Just as the core rulebook includes options for Ferengi, Orions, Cardassians, Romulans, and Klingons—species who have often appeared as antagonists or as outsiders to the Federation and Starfleet—the more "villainous" species in this book have the potential to be included in more atypical games. At other times, it may be interesting to place such characters in a more conventional game—outsider characters like Worf, Odo, Seven of Nine, or Tendi who can be among the protagonists and set apart from the rest of their own people even as they provide an opportunity to explore and showcase their own culture.

Further, *Star Trek* has long been a universe where yesterday's enemies have the potential to be tomorrow's allies: the Xindi sought to war with humanity during *Enterprise*, but joined the Federation in the early 24th century. The Klingons were once brutal enemies of the Federation, yet became staunch allies.

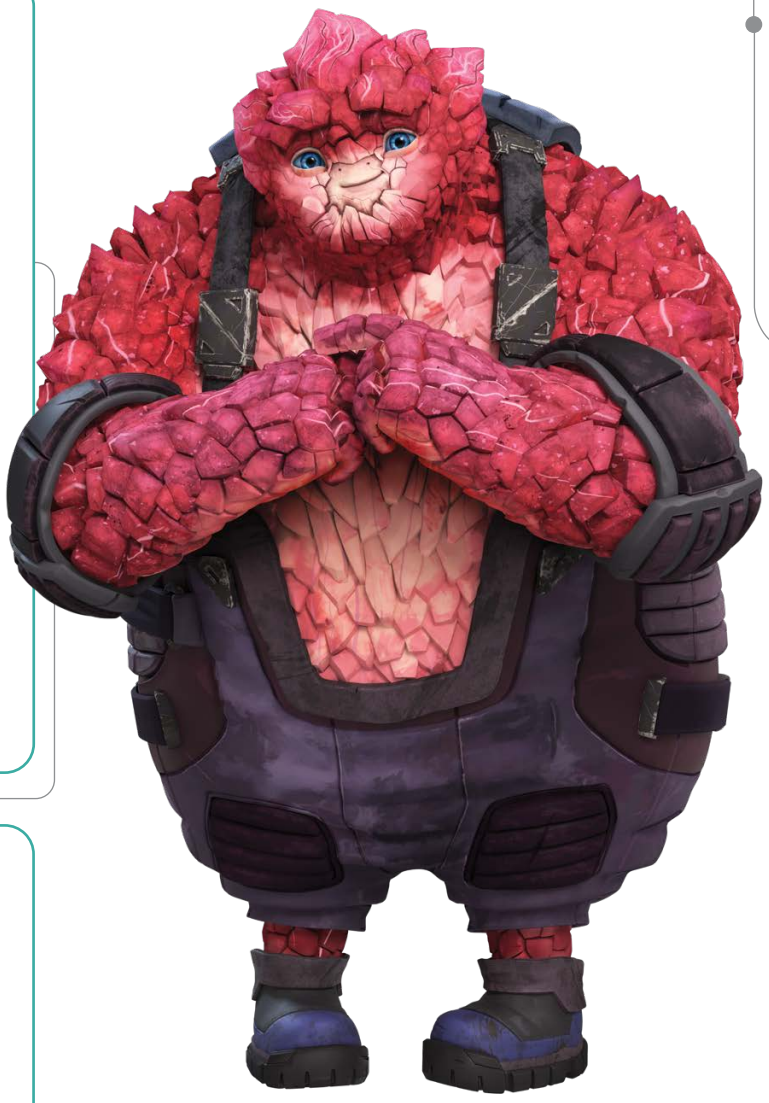
Extreme cases of "evil characters"—such as Emperor Georgiou from the Mirror Universe—can be more difficult to justify in any game, and may be seen as irredeemable or impossible to trust because of their past misdeeds, but they may still be viable characters in games which set out to examine ideas of morality, justice, and redemption, or games which examine the darker side of the *Star Trek* universe.

BRIKAR

Also sometimes called Brikarians, the **Brikar** are an unusual species who originate from the planet Brikar in the Beta Quadrant, near the Federation-Klingon border. Brikar are large, powerfully built creatures whose bodies are covered in dense silicate growths that appear like rocks. Brikar skin comes in a variety of colors and patterns, similar to those seen in geological formations. Younger Brikar molt their original rocky skin periodically through their lives as they grow, and older Brikar often require gravity compensators to allow them to move effectively in non-Brikar gravity levels.

For all that their appearance can be intimidating to others, Brikar are generally a curious, thoughtful people, and while they can be formidable in battle, they have no particular inclination towards violence. Indeed, a long history of struggles with the Klingons mean that many Brikar think poorly of warrior cultures, and have a strong drive for fairness and justice.

EXAMPLE CHARACTER: *Rok-Tahk* (Prodigy)



SPECIES DETAILS

SAMPLE VALUES:

- Your fear of my appearance blinds you to who I am
- I do not want to fight, but I will resist you if I must
- The Galaxy's a perilous place, but we can make it less so
- Patience and curiosity are more valuable than aggression

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Presence

TRAIT: Brikar. Brikar are large, powerfully built, stone-skinned humanoids, whose dense silicate hides are highly resistant to impact and even energy weapons. Their size and mass can make them somewhat cumbersome, especially as they age and grow—but they are incredibly strong and durable. Their physical resistance does not extend to extreme cold, however. Brikar are imposing, intimidating creatures due to their size and rocky appearance, which often makes people underestimate their quiet wisdom.

ROCK HARD (SPECIES ABILITY): Your body is huge, heavy, and rocky. You have 2 Protection against all attacks. However, you add 1 Threat whenever you take an action where your mass and size would be a potential risk.

BRIKAR NAMES: Examples include:

- **FEMININE NAMES:** Rok-Tahk, Mirg
- **MASCULINE NAMES:** Cal, Kelner, Nyll, Roakn, Zak
- **FAMILY NAMES:** Kebron, Saygur

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THE FOLLOWING TALENTS MAY BE TAKEN BY A Brikar character.

.: ABLATIVE HIDE (BRIKAR TALENT)

REQUIREMENT: Brikar

Your hide is especially dense and resilient, allowing you to endure severe impacts; further, even against severe impacts that could hurt you, surface layers of your rocky hide flake away, diffusing the blow. Your Protection is increased to 3, and your maximum Stress is increased by 3.

.: MASSIVE (BRIKAR TALENT)

REQUIREMENT: Brikar

You've grown larger and rockier with age. Whenever you attempt a Fitness-related task, you add one automatic success due to your sheer size and physical presence. You also increase the Severity of all melee attacks by 1. Additionally, you carry a **Gravity Compensator** (equipment trait) to aid your movement, and if this is lost or damaged, you suffer difficulties moving around easily in non-Brikar gravity levels.

.: THE STORY OF DAO-OV

LIEUTENANT KOL TARVEL

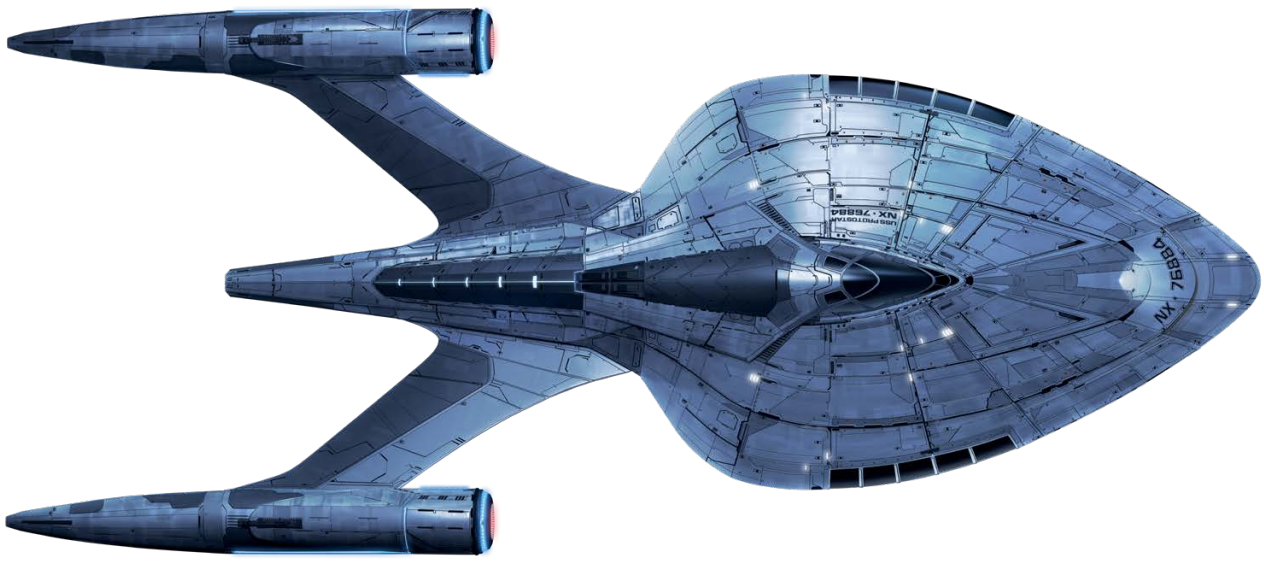
Don't let our reliance on gravity compensators fool you, my friend. Brikar has hauntingly beautiful dance performances! Perhaps someday we can visit my homeworld and I can show you.

I think you will particularly enjoy our Story of Dao-Ov. It is a much-beloved fable, and there is such passion to be found in the interpretive, well-practiced dance, and the beautiful drone of song is all but a hammer to the heart!

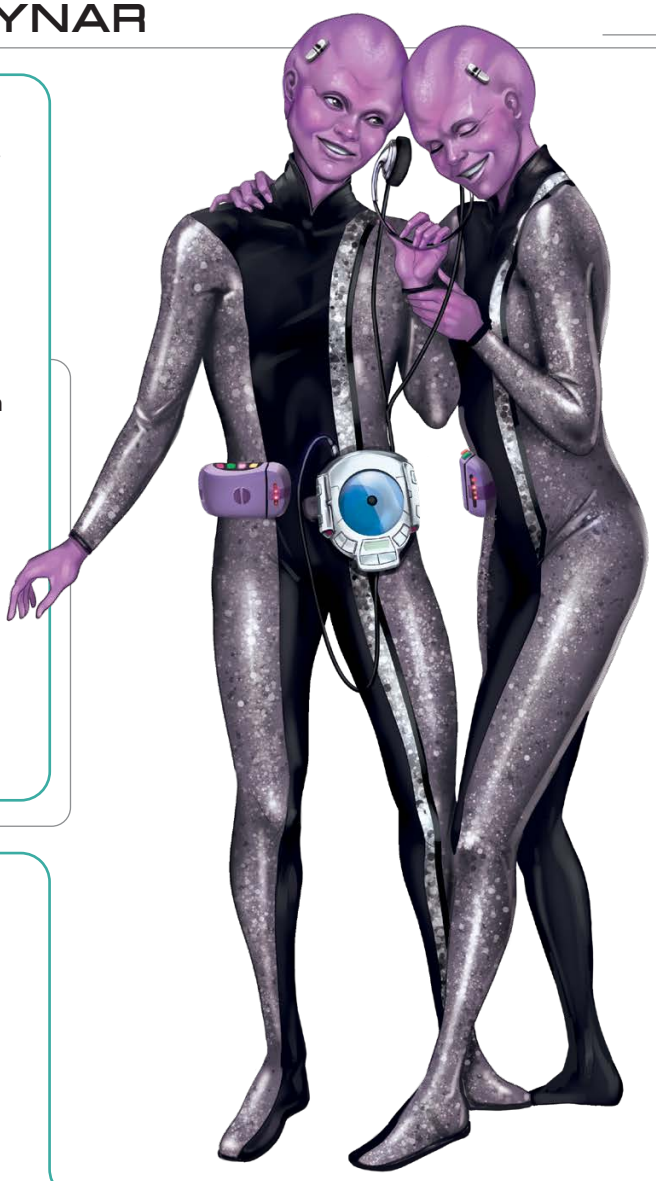
Dao-Ov was a peaceful soul who lost their home to the winter storms. In the quest for a new home, they came across multiple foes; challenge after challenge, they met ferocity with peace and strength of personality. In doing so, they won many friendships and traveling companions.

At last, Dao-Ov came up against the Grand Winter, the terrifying spirit of anger and bitterness. This dance is most often the most breathtakingly choreographed and is the climax of the performance. Imagine, if you will, the singular Dao-Ov facing off with the Grand Winter. Each time they left an opening, the Grand Winter struck, only to have the hit blocked by one of the new allies! Such grace! Such a tale.

You will come and see it with me, won't you?



BYNAR



The **Bynars** are a species of humanoids known for being cybernetically enhanced; shortly after birth, every Bynar child has the parietal lobe of their brain replaced with a powerful synaptic processor, linking them to the central computer of their homeworld, Bynaus, and to other Bynars. Bynars live and work in pairs, their cybernetic link connecting them so closely that their thought patterns naturally flow from one to another: two minds thinking the same thoughts. While they can speak when conversing with other species, Bynars communicate among each other via a binary machine language, transmitted as a high-frequency burst of sound that they can receive using their implants. This form of communication is far more efficient than speech, allowing them to convey far more detailed information in a very short time.

> ***EXAMPLE CHARACTERS:*** *Zero-Zero, Zero-One, One-Zero, One-One* (The Next Generation)

SPECIES DETAILS

SAMPLE VALUES:

- Two minds are...
- ...Better than one
- The group endures better than any individual
- All that we are will remain forever in the central computer

ATTRIBUTES: +1 Control, +1 Insight, +1 Reason

TRAIT: Bynar. Despite their small stature and slight build, Bynars are surprisingly resistant to harsh environments, due to generations of cybernetic enhancement and genetic engineering performed upon their ancestors millennia ago. Their cybernetics and machinelike thought processes allow them to understand and interact effectively with almost any computer system, even ones unfamiliar to them.

BYNAR PAIR (SPECIES ABILITY): You are a **Cyborg**, and may select cybernetic talents. You always operate in a pair with another Bynar who has been with you since you were both children. Create a Bynar supporting character as your partner; this supporting character starts with one value, which must either be the same as one of yours, or directly reference it. You do not need to use Crew Support to introduce this supporting character each session, and they *always* accompany you (following the rules for uncontrolled supporting characters on page 144 of the core rulebook).

BYNAR NAMES: Bynar names are in the form of a binary number—a string of ones and zeros. In common use with non-Bynar people, they will typically only use two or three digits from that number, normally just enough to distinguish them from their partner or other members of a larger group.

▷ WHEN TWO BECOME ONE (BUT NOT LIKE THAT)

Content warning for the topic of familial death.

The universe is well-known to be both beautiful and dangerous, and loss of life is part of that everlasting cycle. Earth studies have shown the pain of loss hits harder in Human twins, with mental and physical challenges unique to the survivor.

Similar reactions happen between naturally paired species throughout the universe. For example, the Miradorn are so tied to their twin that their entire society considers them as one being. The loss of a twin leaves the other feeling they've lost themselves and are now only half a being.

With Bynars' constant link to the central computer and to each other, a sudden loss may result not only in intense grief and physical reactions but exacerbated mental anguish. Some Bynars report upon the death of their pairmate, they are unable to react at all, standing in a state of synaptic shock as their communications protocols immediately change. They liken it to a sudden, jolting change in programming language. Other Bynars feel their loss is more similar to Humans, with mental and physical reactions comparable to them.

Typical protocol is for a singular Bynar to return to Bynaus to be re-paired with a new partner. Very few choose to remain alone and attempt to continue life in this new, strange state of singular being.

THE FOLLOWING TALENTS MAY BE TAKEN BY A Bynar character.

.:ENTANGLED CONSCIOUSNESS (BYNAR TALENT)

REQUIREMENTS: Bynar, or gamemaster's permission

Your mind and that of your partner are so connected that you can draw on their expertise almost without effort. When you attempt a task, you may spend 1 Momentum (Immediate) to use one of your partner's focuses instead of one of your own. Alternatively, you may spend 2 Momentum (Immediate) to use one of your partner's talents for the remainder of the scene.

.:SYNCHRONISTIC OPERATION (BYNAR TALENT)

REQUIREMENTS: Bynar, or gamemaster's permission

You work in perfect concert with your partner. When you attempt a task and your partner assists you (or vice versa), each of you may reroll one d20. Further, if you are task leader and your partner is assisting (or vice versa), then the assistant's successes still count *even if* the task leader scores no successes of their own.

CAITIAN

A species of felinoid bipeds with a long history of involvement in the Federation and service to Starfleet, **Caitians** originate from the Class-M planet Cait, a world of plains and grasslands with sprawling cities that respect and integrate with the natural environment. It's believed that Caitians and the Kzinti have a common ancestor, much as Romulans and Vulcans do. Caitians have a proud military history, and evolved from predatory ancestors, but they also have great appreciation for art and philosophy. Caitians have contributed greatly to the culture of the Federation since they became members.

> ***EXAMPLE CHARACTERS:*** *M'Ress* (The Animated Series)*, T'Ana* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- War is instinct, conflict is an art
- Family, whether born or found, is the strongest bond
- I may not need to hunt, but it pays to keep my senses sharp
- Don't cross me; I do not hold back if pressed

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Caitian. Caitians are smaller and slighter than is common for humanoids, but are significantly more flexible and dexterous, with a flexible tail aiding them in balance. They can hear low-frequency sounds below the normal Human range of hearing. Caitians are broadly carnivorous, and have no difficulty consuming raw meat (or its replicated equivalent).

FELINE FORM (SPECIES ABILITY): You have a prehensile tail, and retractable claws in your fingertips, useful for climbing and hunting. Whenever you attempt a task to maintain your balance or to climb, the first d20 you purchase is free. Further, you may grasp objects with your tail, though not as tightly or easily as with your hands. Due to your claws, your unarmed attacks may inflict both Stun and Deadly Injuries.

CAITIAN NAMES: Caitians derive their names from their family units, to which they have strong bonds. Their names often have a near-musical quality, though non-Caitians cannot always pronounce Caitian names correctly; Caitian speech and hearing incorporates some infrasonic frequencies that few other humanoid species can hear. Caitians tend to have names where the first syllable is followed by a glottal stop (written as a letter followed by an apostrophe), and commonly only have a single personal name.

- **FEMININE NAMES:** J'Aana, M'ress, S'isha, K'irst, N'Simi, H'Lata, A'ahla, P'Erone
- **MASCULINE NAMES:** R'Than, C'horn, Ur'Barr, L'Enton, H'Sook, K'Raka, A'Outte, V'Wilk, A'Mathi, Z'Thors

THE FOLLOWING TALENTS MAY BE TAKEN BY A Caitian character.

.:DISARMING NATURE (CAITIAN TALENT)

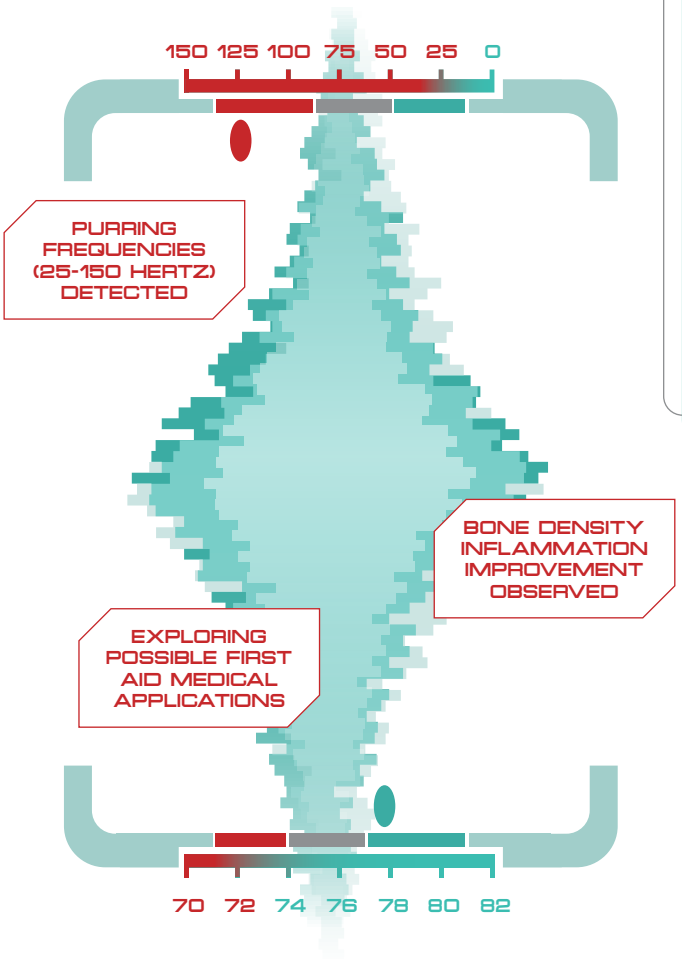
REQUIREMENTS: Caitian, or gamemaster's permission

Some Caitians are extremely social beings, adept at putting others at ease. Whenever you attempt a task to make another creature relax or trust you, you may reduce the Difficulty by 1. If this is part of an extended task, your Impact is increased by 1.

.:FERAL AGGRESSION (CAITIAN TALENT)

REQUIREMENTS: Caitian, or gamemaster's permission

Some Caitians tend towards a territorial manner, reacting to threats with anger, and pain with defiance. You gain 1 Protection, and whenever you suffer a trait that represents pain or fear, you may add 1 Threat to remove that trait immediately.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BONE DENSITY INFLAMMATION IMPROVEMENT OBSERVED
EXPLORING POSSIBLE FIRST AID MEDICAL APPLICATIONS
70 72 74 76 78 80 82

.:PERSONAL LOG

LAJARRI TULA

Well, *that* is the absolute last time I volunteer to babysit for P'rell. I already found it strange to accommodate someone who eats *synthetic Betazoid*, but I thought I'd take the higher ground and offer my help as a show of good will. It was only one night, after all, and little H'taka is so young.

The little fur-baby stared at me the entire time. And he may have been silent of mouth, but his mind was most certainly not. *Hungry*, his mind kept repeating, aimed right at me. It was unnerving to say the least, and even when I gave him his mashed dinner—*I really hope that wasn't mashed up synthetic Betazoid!*—he still stared at me, his little nostrils flaring, like he could smell me. *Hungry.*

Well, I didn't feel great about that! I called my friend Tania to keep me company, and H'taka's mental tone completely changed the moment she arrived. Around the Human, he was an absolutely different creature, and she spent the night cooing over him. He loved it! But every time he made eye contact with me, his mind shifted from whatever he was doing to *hunger.*

Now, logically, I know he's just a baby and little more than a fluffy ball of instinct. I know P'rell isn't teaching him to eat Betazoids. Still...I think I'll recommend Tania for any future babysitting endeavors. At least for a few more years.

CETACEAN

Cetaceans are not a single species; rather, it is a term for several species of warm-blooded, air-breathing mammals native to Earth, including various species of whale, dolphin, and porpoise. While highly intelligent, they were regarded more as animals than as sapient beings for much of Human history due to significant communication barriers between Cetacean species and Humans. Major breakthroughs involving those communications problems were made in the late 23rd century when Admiral Kirk and his crew brought two humpback whales to the present from the 20th century to communicate with an alien probe.

Still, Cetaceans are somewhat rare in the Federation, partly due to many species becoming endangered in Earth's past, and partly because few Federation or Starfleet facilities are built to accommodate aquatic species. Despite this, several larger classes of Starfleet vessels in the 24th century and onwards incorporate **Cetacean Operations** departments, crewed by a small number of Cetacean officers (and personnel from other aquatic species) using their aquatic perspective and distinct sensory processing abilities to aid interstellar navigation.

> ***EXAMPLE CHARACTERS:*** *Matt* (Lower Decks), *Gillian* (Prodigy)

SPECIES DETAILS

SAMPLE VALUES:

- Work can be fun and rewarding with the right attitude
- To seek out strange new oceans
- I do this for curiosity, duty, honor, and unlimited fish
- No thumbs, but I'm still a member of this crew

ATTRIBUTES: +1 Daring, +1 Insight, +1 Reason

TRAIT: Cetacean. This character is a member of one of several species of Cetaceans. You're an aquatic mammal, adapted to living underwater and efficient swimming, but you have difficulty operating outside of water without adaptive technology. You require air to breath, but can hold your breath for an extended period. You can accurately perceive aquatic environments, and navigate within them, using echolocation.

At your discretion, you may replace the name of this trait with the name of a specific species of Cetacean. It is recommended to only play Cetaceans who are approximately Human-sized, rather than larger species of whale.

AQUATIC MAMMAL (SPECIES ABILITY): You can move freely and without hindrance through the water. You may ignore any traits or injuries caused by exposure to extremely cold aquatic conditions. However, when on land you are always considered to be **Prone** (core rulebook, page 288).

CETACEAN NAMES: Cetaceans tend to possess two names; one which is transmitted to other cetacean species via sonar communication and is therefore unpronounceable by most terrestrial species, and a "given name" which is typically given by their closest non-Cetacean friends.

CETACEAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Cetacean character.

.: SONG OF THE OCEAN (CETACEAN TALENT)

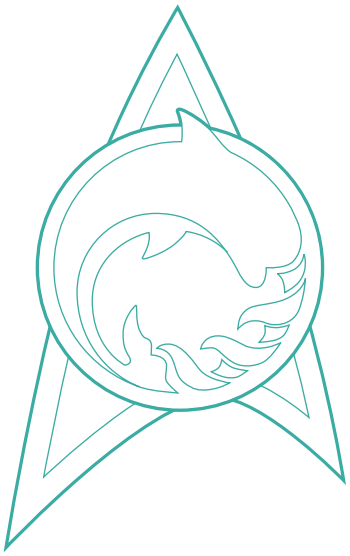
REQUIREMENTS: Cetacean, or gamemaster's permission

Your innate echolocation capabilities—sometimes called biosonar—are especially well-honed and precise. When attempting to detect fine details of your environment, notice the movement of other objects or creatures, or navigate a complex path through that environment, or communicate with other aquatic creatures capable of echolocation, you ignore all normal penalties for distance: you can perceive and communicate clearly up to 100 kilometers away.

.: THREE-DIMENSIONAL THINKING (CETACEAN TALENT)

REQUIREMENTS: Cetacean, or gamemaster's permission

You possess a knack for navigating in three-dimensional spaces which terrestrial species tend to lack, and you've trained to adapt that capability to starship navigation. Whenever you attempt a task to pilot or navigate a starship (normally using Conn), and suffer any complications, you may spend 1 Momentum (Immediate, Repeatable) to ignore a complication.



▷ CETACEAN SPECIES

There are dozens of different Cetacean species native to Earth, each with their own particular qualities. While Starfleet does recruit and employ some larger species—such as humpback whales—their space requirements mean they can only really serve on planetary facilities or on the largest ships. The list below are a few Cetaceans comparable in size to Humans, who are more likely to see service on starships.

- Atlantic Humpback Dolphin
- Beluga
- Common Bottlenose Dolphin
- Common Dolphin
- Melon-headed whale
- Pygmy Killer Whale
- White-beaked Dolphin

.: WORKING UP THE NERVE

PERSONAL LOG: LT. PPPPPPBBBBBBBCLL (CHOSEN WORK NAME "JAMES"), CETACEAN OPS

I have to do it. I have to talk to her.

Ever since she visited my department, she's been living in my mind. Even her name sends shivers through me: Ki-kiiar. Kiki.

She's amazing. She knew exactly what I was, even though Earth mammals are the farthest thing from her studies. She's brave, too! Aurelians don't like staying indoors, but she was saying she spends a lot of time in the holodeck, and that helps.

Last time I called home, Mom was skeptical. "Pppppbbbbbbbcll, a porpoise may love an Aurelian, but where would they build a home together?"

Here, mom. Maybe here.

I'm gonna do it. I'm gonna ask her out.

CHAMELOID

A semi-amorphous species, **Chameloids** are shape-shifters, able to assume the appearance of a variety of other species, or even specific individuals, right down to their clothing. Without the use of advanced scanning technology, it's extremely difficult to detect a disguised Chameloid. For this reason, Chameloids are often regarded with suspicion and even fear, though encounters with them are rare enough that many people doubt the existence of Chameloids entirely.

Chameloid culture is little known, and the Chameloids themselves are secretive and elusive at the best of times, often finding themselves involved in criminal activities or covert work where their abilities are most useful, and where the distrust directed at their kind is less of a concern. Chameloids may choose to favor one common form over others for interacting regularly with friends, allies, or colleagues, or even with one specific group of marks. They do not have a physical sex, and they only have a sense of gender within the context of specific adopted forms.

> ***EXAMPLE CHARACTERS:*** *Martia (Star Trek VI: The Undiscovered Country), Quasi* (Section 31)

SPECIES DETAILS

SAMPLE VALUES:

- I am safest when I'm anonymous
- I lie to keep myself alive
- Which face would you like to meet today?
- Keep everyone guessing about who you really are

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Chameloid. Chameloids are a species of shape-shifters, whose rarely-seen natural form is a writhing mass of tubules and tendrils. They can quickly alter their cellular structure to adopt the appearance of other individuals from other species, including their clothing, and it seems to take little effort or cause them little strain to do so. Telling a disguised Chameloid apart from a true member of a species is extremely difficult without technological scanning methods.

NATURAL SHAPESHIFTER (SPECIES ABILITY): You commonly exist in a form other than your natural state. At the start of a mission, you gain an additional trait to reflect the form you've chosen, which may be the form of a specific individual. You may suffer 1 Stress as a minor action once per turn to change this form. It is difficult (requiring a successful Difficulty 3 task) to detect a disguised Chameloid without technological assistance.

CHAMELOID NAMES: Little is known about Chameloid culture or society, but it's believed that Chameloids tend to pick a single nickname to refer to themselves when not pretending to be someone else.

CHAMELOID SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Chameloid character.

.: ANATOMICAL EXPERTISE (CHAMELOID TALENT)

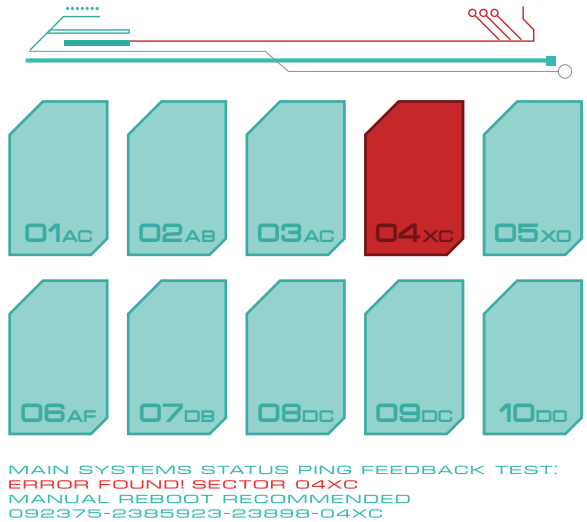
REQUIREMENTS: Chameloid, or gamemaster's permission

You're well-versed in the anatomical strengths and weaknesses of different species, as only someone who has worn many skins can. When you create a trait that represents knowing a particular anatomical or physiological weakness possessed by a specific species, the Difficulty of the task to create that trait is reduced by 1, or the Momentum cost of that trait is reduced by 1.

.: RAPID SHIFT (CHAMELOID TALENT)

REQUIREMENT: Chameloid

You are especially swift and efficient at shapeshifting, and no longer suffer Stress to assume another form. Further, you do not require a minor action to shapeshift, but you may only assume a new form at most twice per round when action order is being used.



▷ EVERYDAY GUISE

Assuming a false identity is a common element of many *Star Trek* stories, with characters frequently adopting disguises to move unremarked among enemies or unknown cultures. Shapeshifters like Chameloids and Changelings are experts at this kind of activity, but they are far from the only ones who can disguise themselves.

Typically, taking on a disguise involves creating a trait, which represents that disguise. It might be as simple as wearing a costume, the use of prosthetic appliances—silicon rubber or some kind of synthetic skin—to create an alien appearance, even minor plastic surgery, or the use of targeted epigenetic treatments to make the recipient's body take on superficial traits of an alien species. Extreme forms include the torturous *choH'a'* procedures used by the Klingons in the 23rd century, which involve the complete surgical and psychological reconstruction of a Klingon to turn them into an effective infiltrator, permanently.

Regardless of the method, the trait represents how you appear to others. For the most part, other characters will take you at face value, acting as if you are what you appear to be. Characters may challenge your disguise, scrutinizing you more closely in an attempt to see flaws, if they have any reason to be suspicious. Security personnel may have standing orders to check identities and examine people closely, but otherwise, a disguise remains intact as long as you don't draw undue attention to yourself. The gamemaster may rule that acting contrary to your disguise is **escalation**, adding to Threat, or it may directly result in an NPC attempting a task to see if there's anything else wrong with you.

Normally, a task made to see through a disguise has a Difficulty of 2 (though the specifics of the trait that represents your disguise may affect this: a search that can detect prosthetics probably can't spot surgical or genetic disguises, but other methods might), but species able to shapeshift may set this Difficulty differently, and high-quality disguises might have a higher Potency which can increase this Difficulty.

CHANGELING

Also known as the Founders of the Dominion, the **Changelings** are deeply wreathed in myth, legend, and hearsay. They generally dislike "solids"—their term for other species—and they founded the Dominion in order to protect themselves from what they perceived as the brutality and hostility of other species. Changelings themselves are composed of a morphogenic substance that allows them to adopt the appearance and properties of other creatures and objects. At their most basic level, this allows them to blend into their surroundings, mimicking rocks, plant life, and simple animal life. With practice and experience, they can perfectly mimic the likeness and manner of sapient beings, or even take the form of luminescent displays or even complex cosmozoans able to travel through space on solar winds or by entering subspace. Their shapeshifting is on a molecular level, making them extraordinarily difficult to detect without specially calibrated sensors.

Changelings seldom allow themselves to be seen by outsiders, due to many experiences of being hunted or attacked. They are more willing to appear in disguise, but they prefer to act through proxies, such as the Vorta and Jem'Hadar.

EXAMPLE CHARACTERS: *Odo* (Deep Space Nine), *Vadic* (Picard)

SAMPLE VALUES:

- The Founders' will defines the Dominion
- Solids will never understand us
- The Galaxy is dangerous, and safety comes from order
- The ocean becomes the drop, and the drop becomes the ocean

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: Changeling. A Changeling is a mass of viscous orange-brown fluid, which can arrange its molecular structure to adopt the form of other objects, from living creatures to diffuse substances such as fog. While they cannot become energy, given sufficient skill and practice, a Changeling can adopt almost any other form: it is theorized that they transfer energy and mass to and from subspace to alter size and mass. They are deeply distrustful of "solids," and often find themselves persecuted for their abilities.

MORPHOGENIC MATRIX (SPECIES ABILITY): You may suffer 1 Stress as a minor action once per turn to assume a different form, gaining one additional trait to reflect whatever form you have chosen. You cannot yet mimic a specific individual, and you must revert to a liquid state for a few hours after sixteen hours in a solid form. While in an alternate form, it is next to impossible (requiring a Difficulty 5 task roll) to detect a hidden Changeling. Your body is highly resistant to physical harm and energy weapons, giving you Protection 2, and your thoughts and emotions cannot be detected by telepaths or empaths. You are immune to extremes of heat, cold, and exposure to vacuum.

MIKE SZABADOS

CHANGELING SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Changeling character.

.:ALTERED CHANGELING (CHANGELING TALENT)

REQUIREMENTS: Changeling; you may not take Altered Changeling if you already have the Morphogenic Mastery talent

Through torturous experimentation and exposure to thelomium-847, the nature of your morphogenic matrix has been altered. When you adopt the form of a living being, you may mimic the form of a specific individual, taking their appearance and personality to a degree that it is nearly impossible for others to determine your nature, even with blood tests or extensive bio-screening, and you may retain that form indefinitely. Increase the Potency of the trait you gain when you assume that form by 2. However, it costs 2 Stress for you to change form, and you are no longer immune to exposure to vacuum.

.:MORPHOGENIC MASTERY (CHANGELING TALENT)

REQUIREMENTS: Changeling; you may not take Morphogenic Mastery if you already have the Altered Changeling talent

When you assume an alternate form, you may mimic the form of a specific individual, taking their appearance and personality sufficiently that even close friends may not be able to discern the truth: increase the Potency of the trait you gain when you assume that form by 1. You are no longer required to revert to a liquid state to rest.

▷ SHIFTING PERSPECTIVES

It is very difficult to un-change a Changeling that doesn't want to shift. Their morphogenic matrix, their nature on a cellular level, is built to accommodate the adaptation of many forms.

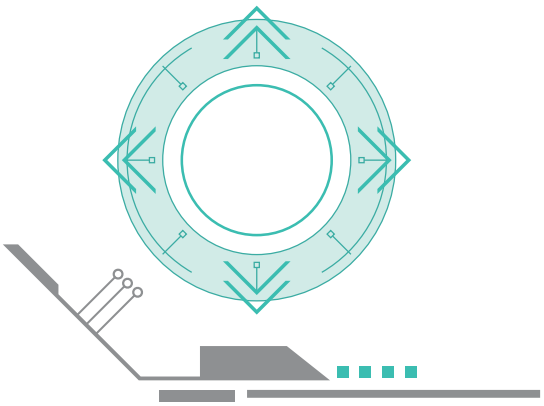
History has proven, though, that there are ways to get around this and force a Changeling into or out of its natural state — although none of them are particularly kind to or pleasant for them.

During the Dominion War, Starfleet's Section 31 developed and introduced a morphogenic virus. After an extended incubation, it took a physical toll on Changelings every time they changed form. It made them sicker and sicker, progressing this disease every time they shifted, and thus acted as a deterrent. Although the Great Link was eventually cured of this, it would be foolish to think Section 31 stopped working on "fail-safes" such as these.

Similarly, exposing a Changeling to polaron radiation could destabilize them, forcing them out of a solid state and returning them to their native liquid form. Inexperienced Changelings, or ones who did not benefit from the experiences of the Great Link, might also be forced into reverting to their natural state if they went too long without regeneration time.

Finally, the Great Link itself could choose to force one of their own into a permanently solid form. This was an extreme punishment and only happened once for a severe crime, the likes of which had never previously happened.

CHANGELING NAMES: Changelings belonging to the Great Link tend not to have names at all. Changelings discovered on far-flung worlds tend to pick up names on their travels, many of which are often descriptive terms in alien languages; for example, Odo, the former security chief of Deep Space 9, was named for the Cardassian word *odo'ital*, the "unknown sample" label on his container, which was turned into a mockery of a Bajoran name: Odo Ital.



CHILD OF TAMA

The **Children of Tama**, also known as **Tamarians**, are bipedal humanoids with long nostrils and ear holes on the sides of their heads. A bony ridge runs from the top of their nose and over the top of their heads. Two smaller ridges usually run along the side of their heads, over their ear holes. Tamarians are hairless and have thick, milky-white blood. Their thumbs are long in proportion to the rest of their fingers and have a sucker-like tip on the end.

Tamarians have a complex language that uses historical and mythological metaphors to describe their feelings and to explain their actions. This language shows a tremendous connection to the stories and actions of their ancestors. In addition, Tamarians participate in sleeping rituals and death rituals that pay homage to their ancestors. These rituals include objects that Tamarians carry with them, including a ceremonial dagger.

> ***EXAMPLE CHARACTERS:*** *Dathon* (The Next Generation)*, Kayshon* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:
The values below are phrased as Tamarian metaphors; for convenience, an approximate translation follows each. We recommended doing similar with any Tamarian metaphors you come up with on your own.

- Kiazi's Children, Their Faces Wet (downplaying injury or hardship)
- Life in the Cave of Garanoga (describing a place where one feels a sense of belonging)
- The River Temarc, in Winter (resistance to being swayed from a decision)
- Kailash, when it rises (referencing the necessity of sacrifice for a greater cause)

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Tamarian. The Children of Tama are solid, sturdy humanoids with thick skin that tends towards shades of orange or ochre, with red or red-brown markings. They are most notable for their distinctive form of communication, which relies on idiom and metaphor to an extreme degree, even compared to many other known languages. The sucker-like tip of their thumbs gives them a particularly secure grip, especially on objects of Tamarian design.

SOKATH, HIS EYES UNCOVERED (SPECIES ABILITY): You derive wisdom and understanding from the lessons and stories of the past. When you make a reference to a previous use of one of your values, you may also add 1 Momentum to the group pool.

TAMARIAN NAMES: Because of their attachments to names and events, no two Tamarians have ever had the same name. This practice ensures that there isn't confusion about whose actions are referenced in their language. Typically, a Tamarian's name is two syllables though there have been three and four syllable names throughout their history and mythology.

- **SAMPLE NAMES:** Varlok, Trayshun, Rinduk, Shileez, Grandor, Norak

CHILD OF TAMA SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A CHILD of Tama character.

.:LEARN FROM THE PAST (TAMARIAN TALENT)

REQUIREMENTS: Tamarian, or gamemaster's permission

The Children of Tama use stories from their past and their mythology to teach lessons for the future. When you succeed at a task to research or recall historical events, you generate 1 bonus Momentum. Bonus Momentum cannot be saved.

.:STORYTELLER (TAMARIAN TALENT)

REQUIREMENTS: Tamarian, or gamemaster's permission

Tamarian teachers use stories to pass on knowledge to others. These Tamarians are experts at weaving body language, words, and music into lessons that motivate and inspire. When you take a break rest with one or more other characters, roll 1d20. When you take a breather rest with one or more other characters, roll 2d20. For each of these dice that roll equal to or under your Presence, add 1 Momentum to the group pool.

▷ TAMARIAN IDIOMS

The language of the Children of Tama is deeply allegorical, referring to a rich history and mythology. This can make Tamarians difficult to understand for anyone who lacks the cultural context. Even universal translators are of little help: they can translate literal meanings of words, but not the allegorical syntax.

Since successful contact in 2368, this language barrier has lessened: The Federation has gained access to Tamarian cultural archives that provide the context for communicating with the Children of Tama, and some Children of Tama have, in turn, begun to learn Federation languages. Indeed, Starfleet cadets can elect to study Tamarian at the Academy by the late 2370s.

If you're playing a Child of Tama, part of the fun is using those Tamarian idioms in your speech, in much the same way shouting **Qapla'** and talking about honor is part of the fun of playing a Klingon. Following is a selection of Tamarian phrases and suggested meanings for them for you to use in play, either directly, or as inspiration for your own.

.:TAMARIAN PHRASE MEANINGS

PHRASE	APPROXIMATE MEANING
Arnock at the race of Natara	Running, travelling swiftly, hurrying
Arnock, on the night of his joining	Congratulations, or the rewards from triumph or achievement
Bazminti when he pulled back the veil	Covert operations, hidden agendas, purposeful deception
The beast at Tanagra	A problem to be overcome, or a threat to be confronted
Chenza at court, the court of silence	A failure to listen, or a deliberate ignorance
Gramble, his throat slit by his mistress	Carelessness, clumsiness, or being oblivious to peril
Jinza, when the truth was uncovered	A sudden revelation, perhaps unexpected
Kailash, when it rises	A loss or sacrifice, typically one done deliberately out of necessity
Kiazi's children, their faces wet	Indicating that an injury or damage is less severe than first thought, or to downplay its severity
Koltar, when he drowned in the swamp	Being resigned to one's fate, or remarking upon the grisly fate of another
Mosaro, when the lake was smooth	This are running smoothly, or going according to plan
Zenrox, tilling his fields in the spring	Said to indicate an incorrect course of action, perhaps as an exclamation to get someone to stop

DELTAN

These humanoids from the Delta system differ in appearance only slightly from Humans, with very little hair across their bodies, aside from eyebrows and lashes. As a telepathic and empathic species, **Deltans** rank themselves alongside the Vulcans and Betazoids as able to read and communicate via thoughts and feelings. Indeed, some Deltan genealogists have theorized Betazoids are a distant cousin species.

With some of the most potent pheromones the Federation has ever encountered, many other species find the Deltans very sexually appealing. The vast majority of Deltans in Starfleet, therefore, take an oath of celibacy, ensuring their sexuality is not a distraction to their colleagues. By all accounts this is a good thing, as the Deltan act of intimacy involves not only their bodies but also their telepathic minds, which can be overwhelming, or even hazardous, to an unprepared mind.

EXAMPLE CHARACTERS: *Ilia* (Star Trek: The Motion Picture)*, Melle* (Section 31)

SPECIES DETAILS

SAMPLE VALUES:

- Bodies and minds as one
- Emotions are central to how we experience life
- Peace is only possible if we're honest with one another
- You are not ready to feel as deeply as I do

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Deltan. Deltans are considered to be beautiful individuals, with powerful empathic abilities and heightened sensuality. The pheromones they excrete are a natural aphrodisiac in most species throughout the Federation, and while serving in Starfleet, they must be very careful with their natural physiology, using chemical suppressants to cancel the effect.

EMPATH (SPECIES ABILITY): You have the Empathy talent, described on page 155 of the core rulebook. You may develop this ability further by selecting the Telepathy talent during the course of character advancement.

DELTAN NAMES: Deltans have complex familial relationships due to a sexually open culture, and while they are known to have family names, it's common for Deltans to simply use their personal name only during everyday conversation, even in formal situations such as Starfleet service.

- **FEMININE NAMES:** Ilia, Zinaida
- **MASCULINE NAMES:** Jedda, Clarze
- **FAMILY NAMES:** Adzhin-Dall

DELTAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Deltan character.

.:DELTAN PHEROMONES (DELTAN TALENT)

REQUIREMENT: Deltan

You emit aphrodisiac pheromones which can influence or distract others. When dealing with creatures affected by your pheromones, you gain 3 bonus Momentum on all tasks to persuade them, but you increase the complication range of that task roll by 2, as their behavior can become unpredictable. Bonus Momentum cannot be saved. Most species are affected, but gamemaster's discretion applies as to which species may be resistant or affected. Deltans without this talent are assumed to regularly take biochemical suppressants to counteract their pheromones.

.:EMPATHIC TOUCH (DELTAN TALENT)

REQUIREMENT: Deltan

You've practiced your empathic abilities, and you can influence the emotions of others in close proximity, and can even relieve physical pain. When you attempt a task to try and persuade, provoke, or manipulate a living creature, you may suffer 2 Stress to create or remove an emotion-related trait from them before you roll. Further, if you spend Momentum to recover an ally's Stress, the cost is reduced to 1 as long as you're touching them.

▷ GAMEMASTER GUIDANCE: EMOTIONAL STATES AS TRAITS

The core rulebook briefly discusses the idea of traits being used to represent emotional states, and there are a number of game mechanics—commonly species abilities and talents—which can act upon such traits, but little guidance on how to apply such traits.

Emotional traits can be quite a delicate matter: some players may be open to allowing outside influences on their character, while other players may resent anything that could remove their agency as players and force them to do something. As a result, it's advisable to use these traits sparingly, and as part of a conversation with the players, rather than something inflicted upon their characters.

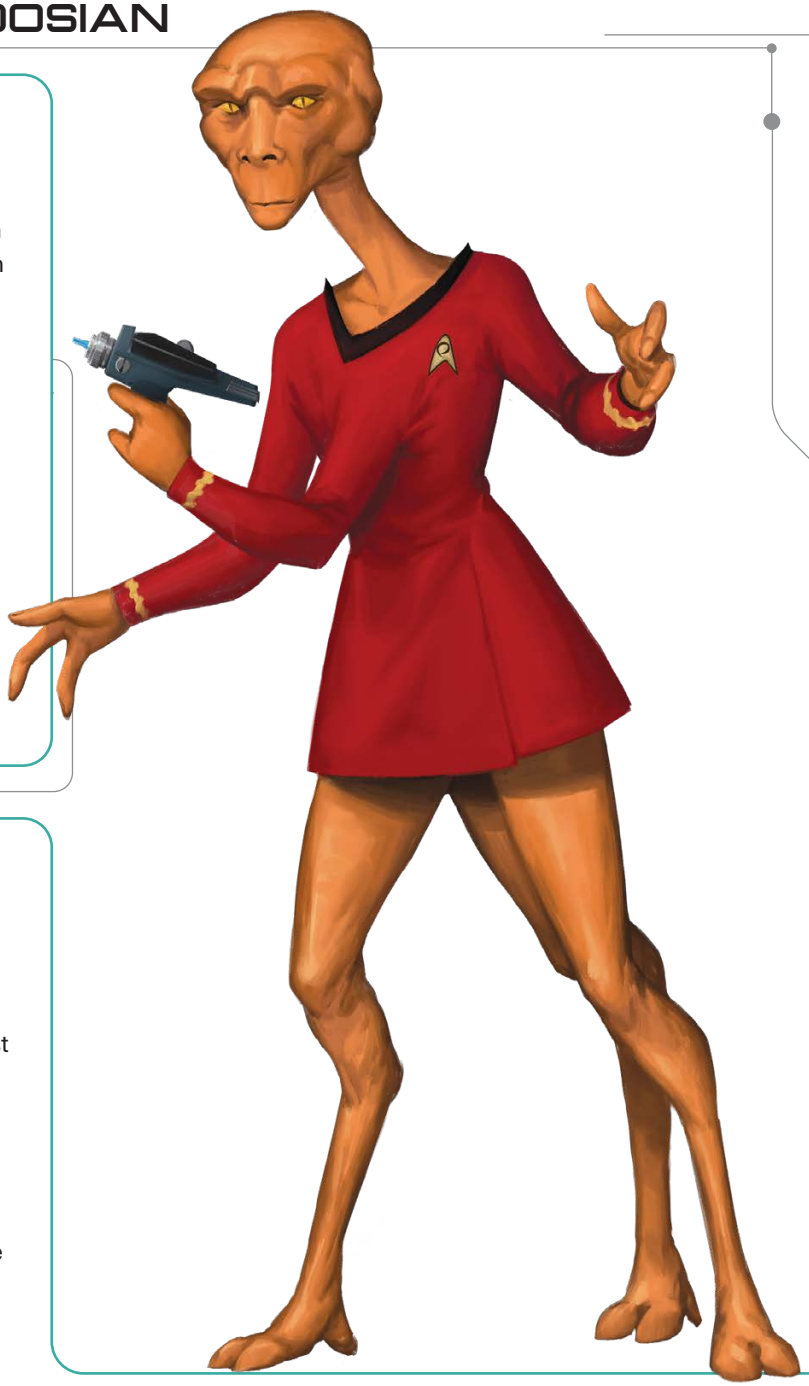
Emotional traits should only be applied if the emotions they represent are a major factor in a character's behavior: as always, a trait must be both *true* and *important*. Being mildly disappointed isn't going to affect a Starfleet officer or Klingon warrior in the commission of their duties, but intense despair, grief, or anger could affect the character's actions or decisions. When they come into play, they must be significant and meaningful in their impact, and that kind of intense emotion is rare.

One of the most natural places for them to come into play is as a consequence of using a value negatively: such a situation is already one that hinges on a character's thoughts and beliefs, so it's natural that feelings may come into play. It is also the kind of thing that could come into play if a character becomes **Fatigued**, as the character is at their weakest and most vulnerable at these points. It may also be possible for characters to provoke such feelings in another—handled in game terms as a form of psychological or emotional attack—often seeking to cause fear or anger in an effort to make that person act irrationally. Similarly, they might come about as a consequence of witnessing or experiencing something intense, such as a fear response to seeing something horrific.

Strong positive emotions can be just as intense and just as influential upon behaviors and decisions. Love (or even simple infatuation) might also shape a person's behaviors, as might feelings such as excitement, eagerness, pride, or hope. A skilled leader might take actions to try and encourage or inspire positive emotions in their subordinates—an inspiring speech or a few words of encouragement might make all the difference.

Naturally, empathic and telepathic characters can perceive these kinds of emotions clearly—strong feelings like this are easy to detect—and there are telepathic effects, such as Bendii Syndrome among Vulcans, and Zanthi fever in Betazoids, which can cause emotions to be projected to others in an uncontrolled manner, and which can prompt these kinds of emotional traits to appear on characters.

EDOSIAN



Edosians are a tripedal species with three arms and three legs. While not a member of the Federation, the Edosians have had a long-standing, loose alliance with the Federation since their first contact. It is rare, though not unknown, for Edosians to serve in Starfleet. Edosian culture tends toward inner reflection and a meticulousness with historical records. Genealogy has a much larger focus than in many other cultures, and Edosians are able to trace their individual family lines back thousands of years. Being a species that lives longer than even Vulcans, an Edosian may spend decades focused on a particular area of study before moving on to a new interest. With practice, an Edosian becomes capable of allocating sections of their brain to each arm, operating independently with nearly full focus and capability.

EXAMPLE CHARACTERS: *Arex* (The Animated Series), *Toz* (Lower Decks)

SAMPLE VALUES:

- Perspective brings understanding
- Do not mistake contemplation for hesitation
- The differences between our fields of study are lines we draw ourselves
- Preserve the present, for our future is shaped by its past

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Reason

TRAIT: Edosian. With three legs, Edosians are somewhat slower than most humanoids, but far more stable. With three multi-dextrous arms, they are able to operate multiple stations or controls at the same time. They are long-lived and capable of deep thought—which others often mistake as antisocial behavior. Their long lives grant them a perspective most others lack, and they are often able to recall details and facts from disciplines outside their areas of focus due to decades of exposure and broad study.

TRILATERAL SYMMETRY (SPECIES ABILITY): Edosians are capable, with effort and practice, of compartmentalizing their thoughts and operating each arm completely independently, performing multiple complex tasks simultaneously. When you spend Momentum on the *Swift Action* option, you may suffer 1 Stress to ignore the normal Difficulty increase of your second action. You may also suffer 1 Stress to ignore the Difficulty increase from the *Override* starship conflict action.

EDOSIAN NAMES: Given their species evolutionary emphasis on threes, Edosian names typically contain three syllables—though two syllable names are not uncommon (single syllable names, however, are quite rare).

A UNIFORM FOR ALL

Starfleet accepts cadets from all over the universe. Allies of the Federation get a warm welcome into their educational programs and commonly rise through the ranks of commission. Keeping that level of biodiversity in mind, sometimes the question arises: how does Starfleet accommodate the spectacular differences in each species?

In general, Starfleet builds its workstations, consoles, and panels to be easy for nearly any species to interact with. Pressing and sliding buttons is straightforward to most. Those who need accommodations to engage with consoles are often outfitted with a regulated personal access device that assists them in maneuvering around the panels. Similarly, a lot of common tools used by crewpeople tend towards a sleeker design, made to be easily manipulated by creatures with any number of digits.

Some species, like the three-limbed Edosians, are similar enough in build that the typical Earth-built chair is comfortable for them. Species with additional appendages are no less welcome in Starfleet, and every effort is made to accommodate. Seats are easily replaced with ones that fit a non-humanoid build, and Starfleet has a host of excellent tailors who specialize in making a uniform comfortable for any species.

THE FOLLOWING TALENTS MAY BE TAKEN BY A Edosian character.

.:THE LONG VIEW (EDOSIAN TALENT)

REQUIREMENTS: Edosian, or gamemaster's permission

Due to their extremely long lifespans, Edosians often accumulate a wealth of knowledge. When you select this talent, gain two additional focuses.

.:MULTI-TASKING (EDOSIAN TALENT)

REQUIREMENT: Edosian

You have much greater ease with performing multiple simultaneous tasks. You may perform one additional minor action per turn for free.

Edosians do not traditionally use surnames to denote family lineages, though Edosians with the same given name will often differentiate between each other by citing their region, city, or neighborhood of birth.

- **FEMININE NAMES:** Nitemi, Besheri, Unora, Kribara, Zamare, Cayamen, Elanwa, Matawa, Bodanie, Awiwa
- **MASCULINE NAMES:** Ainbelad, Arex, Ropetir, Elwomo, Cargarin, Manoko, Nusien, Joelpo, Darame, Nileber

EFROSIAN

Hailing from the planet Efros Delta, **Efrosians** are renowned musicians and historians. Their society is dedicated to oral teaching, most notably in the form of a musical language that all Efrosian children are taught in some form or another. They are also excellent navigators and are often sought out as helm and navigation officers, as well as translators, thanks to being natural linguists and communications experts. While their cranial ridges bear some similarity to Klingon physiology (though less pronounced), a male's hair is almost always white from birth while females exhibit darker colors. Males often grow long moustaches and both male and female Efrosians grow their hair long.

> ***EXAMPLE CHARACTERS:*** *President Ra-ghoratreii* (Star Trek IV: The Undiscovered Country), *Hy'Rell* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- Specialization furthers knowledge
- True knowledge takes understanding, not merely reading from a PADD
- Music and stories are how we appreciate the universe more deeply
- The universe shows you the way, as long as you're paying attention

ATTRIBUTES: +1 Fitness, +1 Presence, +1 Reason

TRAIT: Efrosian. As the natives to a planet of harsh, freezing storms, Efrosians have natural resilience and survival instincts. They have two stomachs to break down any tough foodstuffs and protect them from infection, while their naturally poor eyesight is made up for by their enhanced senses of smell and taste. Interestingly, even though they have poor vision compared to other humanoids, they can perceive a greater portion of the light spectrum than most.

VISUAL SPECTRUM (SPECIES ABILITY): An Efrosian can see beyond the normal Human visual spectrum, from some infrared to ultraviolet light. Any task in which detecting those parts of the spectrum is useful reduce in Difficulty by 1. Location or situation traits such as low light levels, do not affect the Difficulty of tasks for an Efrosian.

EFROSIAN NAMES: Examples include:

- **FEMININE NAMES:** Hu'Ghrovlatrei, Fellen Ni-Yaleii
- **MASCULINE NAMES:** Ra-ghoratreii, Xin Ra-Havreii, Ra-Yalix

.:A LETTER HOME

FROM THE LOGS OF ENSIGN GHOVANA

Dear Vaktok,

Shore leave is going so well! Today we went to see Ye'staraavi. Yes, *that* Ye'staraavi! Can you believe it?? I knew Efrosians excelled at music but hearing him perform live is so much different! He took time in between each song to explain more about the moments in history he attempted to capture, and it made each song that much more meaningful! And he even brought in a third violinist for *The Last Dance of Hii'kavay*. I cried at that song before, but knowing the significance of the second fiddle in the melody? Oh my gosh. I was a sobbing baby! I know you'd get it, since you're also a fan.

I got you a present for next time we see each other, little brother! I actually got him to sign a physical copy of his first crystalline album, *Snowstorm Through My Heart!* It's. SO. PRETTY!!! The crystal *and* his signature. I swear, everything he does is art.

Can't wait to get this to you. And hey, keep an eye out—I hear the Zebulon Sisters are going to be coming to our home town soon. WE HAVE TO GO!

Love,
Ghovana

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Efrosian character.

.:GEOSPATIAL AWARENESS (EFROSIAN TALENT)

REQUIREMENTS: Efrosian, or gamemaster's permission

The Efrosians are believed to have evolved a keen sense of direction from a need to navigate the blinding snowstorms of their homeworld. Whether this is true or not, you have an especially keen sense of spatial awareness. When attempting to determine a course or path through an unknown territory—whether on a planetary surface, within an artificial environment (such as a ship, city, or space station), or when navigating through space, you may always reroll 1d20, and you may ignore the first complication suffered.

.:ORAL SCHOLAR (EFROSIAN TALENT)

REQUIREMENTS: Efrosian, or gamemaster's permission

Efrosians pass on much of their knowledge through oral practices or by rote. Whenever you spend 1 or more Momentum to *Obtain Information* after a successful task using one of your focuses, you may ask one additional question for free.

EL-AURIAN

Appearing similar to Humans in many ways, **El-Aurians** are an enigmatic species, a culture of "listeners" who travel far and wide across the Galaxy learning about other cultures and offering advice. Many of their kind had travelled as far as Earth even as early as the 19th century. They seem to possess an unknown perceptive capability which extends beyond the normal boundaries of space-time. The El-Aurians' homeworld was conquered by the Borg in the mid-22nd century.

While they are biologically very similar to Humans, El-Aurians are notable for their extremely long lifespans, allowing them to remain vital and active for centuries or longer. Further, older El-Aurians have demonstrated the ability to influence the visible signs of their own aging, allowing them to remain unchanging for centuries or superficially age among shorter-lived species to help blend in among them: it's been said that El-Aurians only age when they choose to. However, young El-Aurians reach maturity at around the same time as Humans.

> ***EXAMPLE CHARACTERS:*** *Guinan* (The Next Generation)*, Tolian Soran* (Star Trek Generations)*, Kassia Nox* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- The sound of the universe is always there
- You can learn anything if you just pay attention
- I have the time to find the answers I want
- I have seen too much tragedy to be able to stand by and witness more

ATTRIBUTES: +1 Insight, +1 Reason, +1 Presence

TRAIT: El-Aurian. While they appear almost indistinguishable from a Human, El-Aurian physiology allows them to live for several centuries, and gives them an awareness that transcends the normal bounds of space, time, and dimensions. El-Aurians have a long-standing treaty with the extradimensional entities known as the Q Continuum, and the Q tend to treat El-Aurians warily.

TRANSTEMPORAL AWARENESS (SPECIES ABILITY): You are aware of shifts and changes in the fabric of space-time in ways that few other beings are. Whenever there is a phenomenon present in a scene which was caused by alterations to the timeline, or the influence of alternate dimensions or extradimensional entities, the gamemaster must immediately inform you that *something* is wrong (though they do not have to specify what). You may add 1, 2, or 3 Threat to ask that many questions (as per *Obtain Information*) to try and discern details about the phenomenon.

EL-AURIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY AN EL-Aurian character.

.: LISTENER (EL-AURIAN TALENT)

REQUIREMENTS: El-Aurian, or gamemaster's permission

Even among a species known for listening to others, you're practiced at gleaning insights from the smallest interactions. Once per scene, when you have observed or conversed with another person, you may spend 1 Momentum (Immediate) to ask one question about them, as per *Obtain Information*. This question must be about their mental state, emotions, or a dilemma they are currently grappling with. Further, if a character spends a breather or break rest talking to you about their problems, they recover 1 additional Stress.

.: TOUCHED THE NEXUS (EL-AURIAN TALENT)

REQUIREMENTS: El-Aurian, or gamemaster's permission

In 2293, you and 46 other El-Aurians aboard the *S.S. Lakul* were rescued from an extradimensional energy ribbon known as the **Nexus** by the *U.S.S. Enterprise*-B. While you were physically pulled from the Nexus by the *Enterprise*'s transporters, an echo of you still lingers within the Nexus: a tiny piece of yourself left behind which you remain aware of. This has heightened your awareness of changes in time and space: when you use your Transtemporal Awareness ability, the first question you ask is free, and you may purchase up to two additional questions by adding Threat.

EL-AURIAN NAMES: El-Aurians generally have personal names and family names in much the same pattern as many other species. Many El-Aurians will often only use one of their names, especially if they've spent a long time travelling among other species and have little need to distinguish themselves from someone else with the same personal name.

- **FEMININE NAMES:** Eylen, Guinan, Kassia, Leandra
- **MASCULINE NAMES:** Doqtis, Martus, Tolian, Yuriel
- **FAMILY NAMES:** Ilum, Mazur, Nox, Soran, Tyvan

▷ TRANSTEMPORAL AWARENESS

While common to El-Aurians as a species, transtemporal awareness is not unique to them. Other individuals can develop this peculiar form of perception, or some comparable instinct, as a result of strange encounters, bizarre genetics, arcane technology, or a quirk of fate. For example, **Paul Stamets** gained this kind of awareness from splicing the macro-tardigrade's genetics with his own, as he could perceive the mycelial network which transcended normal spacetime. Similarly, some Borg—particularly Borg Queens—are known to have an awareness of alterations in time. People in the throes of a temporal distortion can temporarily obtain an awareness of the way time is being distorted.

At the gamemaster's discretion, any player character may purchase the El-Aurian **Transtemporal Awareness** species ability as if it were a talent.

.: PERSONAL LOG

COUNSELOR MAHANA

I always start my sessions with the offer of something to drink. Water, usually, or tea. I love a good, warm cup of spiced orange and cinnamon tea.

Some people don't want a drink at all; they're just here for a friendly ear, and then it's time to go. That's totally fine, too. I just find that the offer puts people at ease and reminds them they're safe here. I liken it to coming home after a long day and having a loved one there to support them, ready to hear their troubles and soothe their aches, starting with a nice glass of something.

So, can I get you a drink before we start?

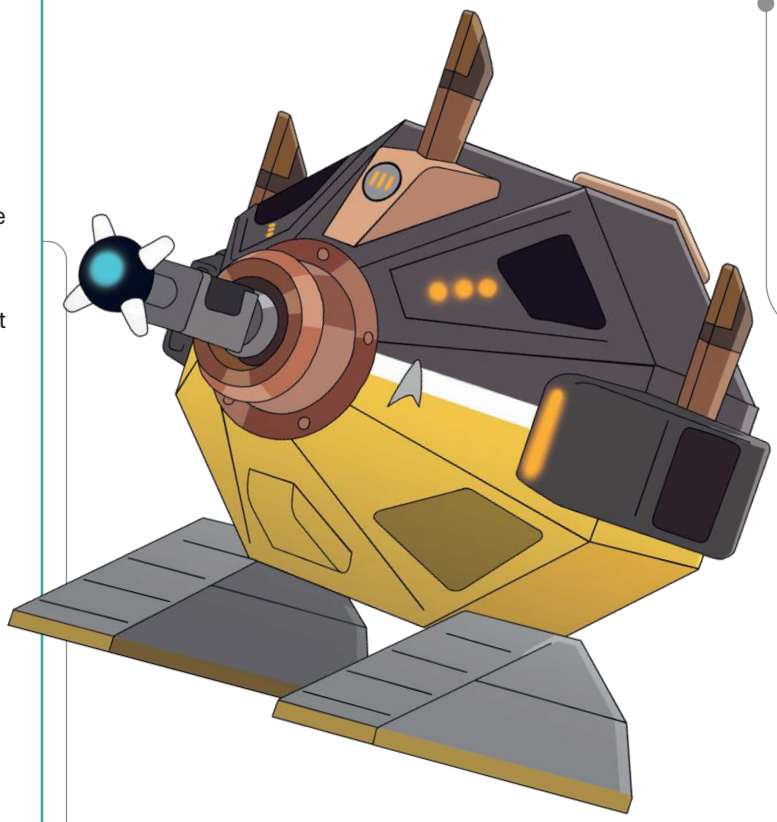
EXOCOMP

Sapient machines, **Exocomps** began as semi-autonomous industrial devices on Tyrus VII, but after being experimentally upgraded by Dr. Farallon grew in complexity and sophistication until they achieved self-awareness by modifying their own programming for greater efficiency. There was resistance to the idea that Exocomps were living, intelligent beings, in part due to their utility as autonomous tools, but also due to the difficulty of communicating effectively with them, and it took the efforts of another artificial life-form—Lieutenant Commander Data—to realize the truth.

Exocomps were designed with an adaptive intellect which could physically construct new circuit pathways to adapt themselves to new assignments. They were also built around a potent, compact micro-replicator which could fabricate whatever tools necessary for a given repair job. Because of these factors, Exocomps are extremely capable when it comes to performing precise, delicate tasks.

With some struggle, Exocomps were eventually recognized as sapient, with sophisticated intelligence, complex social structures, and something equivalent to families. Exocomps can even have children, with groups using their replicators to produce the parts to build a new one of their kind. Though they've developed the ability to speak and understand language, they don't always interact well with humanoid life, as their understanding of humanoid emotion is limited, and they lack the body language and other social cues that humanoids typically use to communicate.

> ***EXAMPLE CHARACTERS:*** *Peanut Hamper* (Lower Decks)*, Kevin* (Lower Decks)



TRAIT: Exocomp. Exocomps are technological lifeforms which can crawl across the ground or hover for short periods of time. They are extremely capable of performing fine, complex tasks, and can replicate any tools needed to complete the job in front of them. As technological beings originally created for dangerous industrial tasks, an Exocomp is unaffected by vacuum and does not need to breathe, and is highly resistant to extremes of temperature and other hostile environments.

TECHNOLOGICAL LIFE (SPECIES ABILITY): You are not an organic being, and are not vulnerable to physical harm as they are: you have +1 Protection against Stun *Attacks*. You recover from injuries with Engineering, rather than Medicine. In addition, your onboard micro-replicator allows you to produce small tools and one-handed items for your own use with **opportunity cost 1** by suffering 1 Stress for each such item created. Due to your lack of hands, you cannot use tools made for other creatures.

DETAILS

SAMPLE VALUES:

- I am the right tool for the job
- I am alive and I am a machine; this is not a contradiction
- I can always adapt
- My life is my own to build, and mine to give

ATTRIBUTES: +1 Control, +1 Daring, +1 Reason

EXOCOMP SPECIES AND CULTURE TALENTS

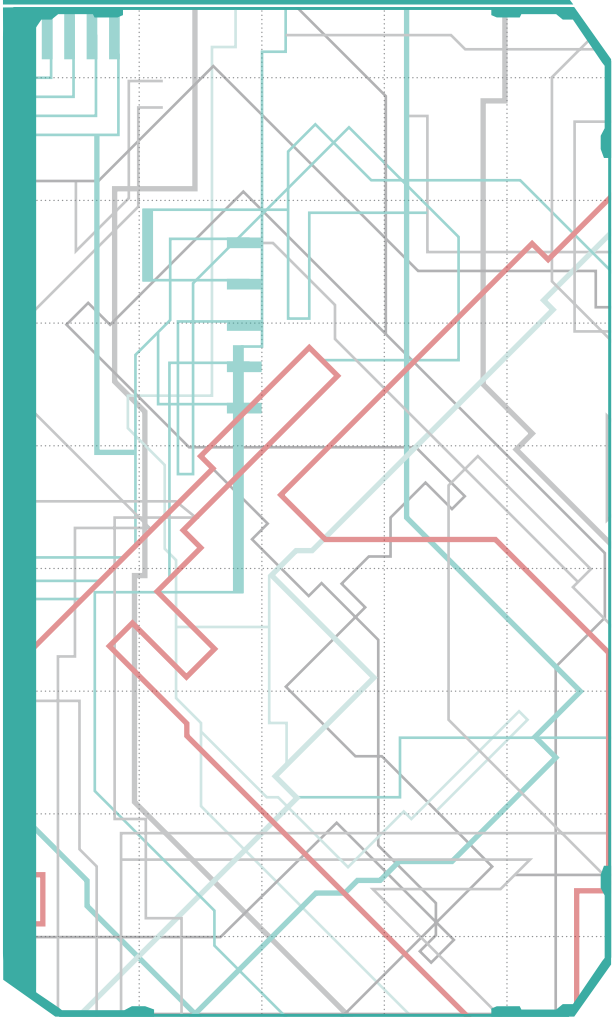
THE FOLLOWING TALENTS MAY BE TAKEN BY AN Exocomp character.

.:ENHANCED THRUSTERS (EXOCOMP TALENT)

REQUIREMENT: Exocomp

You have upgraded your motive systems to help you maneuver more effectively. When you move across difficult terrain or obstacles, you may reduce the Momentum cost of that terrain by 1, to a minimum of 0. Further, you may suffer Stress—representing depleting your own internal power supply—to cross difficult terrain or obstacles instead of spending Momentum.

EXOCOMP CIRCUITRY SCAN



.:EXTRA POWER SUPPLY (EXOCOMP TALENT)

REQUIREMENT: Exocomp

You've installed a supplementary power supply to help you remain functional for longer and perform more challenging tasks. Your Maximum Stress is increased by your Engineering rating.

▷ WHAT COULD POSSIBLY GO WRONG?

While one might think a completely technological life-form would have no errors in function or form, everything doesn't always go smoothly all the time. Here are some random things that might break down or pose challenges to an Exocomp.

.:RANDOM EXOCOMP COMPLICATIONS

D20	EXOCOMP COMPLICATION
1–2	A small miscalculation in height adjustment leads to an important item being knocked over or temporarily disabled.
3–4	Anti-grav components lightly damaged, causing a wobble.
5–6	Circuit pathways momentarily overloaded.
7–8	Self-repair program damaged.
9–10	Minor damage to the micro-replicator.
11–12	Anti-grav components badly damaged.
13–14	Damage to the micro-replicator.
15–16	Universal translator damaged.
17–18	Situation causes too much analysis and leads to too many new circuit pathways.
19–20	Damage done to the axionic chip; Exocomp must reboot.

GRAZERITE

The **Grazerite** are a peaceful people whose homeworld, Grazer, is one of the harsher examples of the far ends of the Class-M classification. The three main continents are predominately covered by extensive mountain ranges that reach as far as 10 kilometers above sea level. The Grazerites' evolutionary development has incorporated not only traditional humanoid traits—but also those of Bovidae—giving them goatlike physical features. Grazerites are a peaceful people with a natural sense of curiosity. Grazerites have a deep dislike of conflict and actively avoid it if possible. Grazerite officers in Starfleet pursue careers in most fields—but it is nearly unheard of to see them serving as tactical or security officers. In Grazerite society, it is considered impolite (bordering on indecent) to leave one's horns and hands uncovered, and thus Grazerites are usually seen with gloves and a headwrap.

EXAMPLE CHARACTER: *President Jaresh-Inyo* (Deep Space Nine)

SPECIES DETAILS

SAMPLE VALUES:

- Patient study yields the best results
- A community shares its boons and burdens alike
- Anger never led to constructive decisions
- The best way to resolve conflict is to prevent it arising

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Grazerite. Grazerites possess powerful jaws and durable teeth—allowing them to chew through a surprising number of hardened substances. They cannot, however, digest inorganic materials, despite being able to chew through them, and as evolutionary vegetarians, have a difficult time digesting meats. Their brows are adorned with a pair of durable horns, which slope back in the vast majority. Further, Grazerite fingers evolved from hooves and their fingernails remain extremely dense, and are capable of supporting their full weight, making them excellent climbers.

AGREEABLE (SPECIES ABILITY): You are inclined to seek agreement and cooperation in everything you do. When you succeed at an Insight-based task to discern another creature's mood, or a Presence-based task to try and defuse a conflict or confrontation, you may immediately recover 1 Stress.

GRAZERITE NAMES: Grazerite names incorporate both their given names, provided by their father, and a familial name, provided by the mother, into a single name. It is commonly, and mistakenly, believed that these are in

GRAZERITE SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Grazerite character.

.:COMMUNAL (GRAZERITE TALENT)

REQUIREMENTS: Grazerite, or gamemaster's permission

You're used to communal effort, and you work well in coordination with others. Whenever you assist another character, you always count as having an applicable focus. If you do have an applicable focus, you may reroll your assistance die.

.:HORN-SENSE (GRAZERITE TALENT)

REQUIREMENT: Grazerite

A small minority of Grazerites are born with a genetic variance that causes their horns to be hollow. This gives them a highly sensitive organ that can detect subtle changes in air pressure, sound, and all manner of vibrations. When you attempt a task that involves the detection or analysis of sound or vibrations of any kind, the first additional d20 you purchase is free.

▷ "I HIT HIM... WITH MY WINNING SMILE!"

Grazerites are but one of several species who adamantly insist on pacifistic approaches, and the United Federation of Planets welcomes them warmly. Federation goals lean heavily on the concepts of peace, equality, and justice, and as such are only strengthened by the addition of pointedly peaceful cultures. Leading by example, Grazerites serve as shining reminders of the UFP's purpose.

Starfleet has a constant need of and place for peace-keeping species. With many missions centering around the progression of science, discovery, and exploration, pacifists' input and knowledge become invaluable. The difference of their lived experience brings surprising viewpoints that other, more military-minded species may not have previously considered.

There are homes for non-violent species in practically every division of Starfleet, from operations and environmental command structures to sciences both mechanical and biological.

Remember that pacifists may also choose to study a defensive art for their own protection; the universe is big, and not every encounter may meet diplomacy with an open hand.

fact two separate names. Grazerites rarely correct this mistake, believing it is rude and combative to correct strangers.

- **FEMININE NAMES:** Milina-Summ, Photine-Mon, Maevra-Rewe, Tanti-Gome, Mintu-Tian, Natali-Leag
- **MASCULINE NAMES:** Anmer-Tasik, Erasmo-Tes, Saburo-Taff, Jaresh-Inyo, Zenko-Arwi, Jacus-Kelle, Luciro-Asi

HOLOGRAM

While more primitive forms of holotechnology has existed in numerous forms in the Federation and its neighbors as far back as the mid-22nd century, advances—as well as some accidental discoveries—in the late 24th century allow for increasingly-sophisticated **holograms** that blur the line between simulated behavior and true self-awareness. The introduction of the Emergency Medical Hologram to Starfleet vessels in the 2370s was a major step forward, and though plagued with a few false starts, independent holograms became increasingly common over the decades that followed.

True self-awareness is relatively rare in holograms, and seems to occur as much through the conditions and circumstances they experience as through any intentional programming: many advanced holograms have the *potential* to become truly sapient, but only a few of them ever do. These few, however, are often staunch advocates for both their own independence and the rights of holographic or photonic beings. As they're normally programmed to emulate humanoid behavior (and often modelled on individuals), sapient holograms don't tend to have the same difficulty relating to organic beings that other artificial intelligences do.

> ***EXAMPLE CHARACTERS:*** *Professor James Moriarty* (The Next Generation)*, Vic Fontaine* (Deep Space Nine)*, The Doctor* (Voyager)*, Kathryn Janeway* (Prodigy)

SPECIES DETAILS

SAMPLE VALUES:

- Where does my programming end and my personality begin?
- Photons be free!
- I am not flesh and blood, but I am real
- Few organics pay a hologram much mind

ATTRIBUTES: Add 1 each to any three attributes.

TRAIT: Hologram. A hologram can be programmed to any specification, and while they may appear indistinguishable from an organic being, a hologram's physical presence—or holomatrix—is a combination of light and energy suspended in a force field, colloquially called "holomatter," which is projected from a holo-emitter.

Holograms cannot truly be subject to physical harm (though they can certainly simulate it), though their holomatrix can become disrupted, and holo-emitters can be damaged. A hologram can only exist in locations where there are holo-emitters present. Holograms are often disrespected by flesh-and-blood people, who tend to regard them as tools more than people.

Holograms may have a second species trait, to reflect the species they were designed to emulate.

PHOTONIC (SPECIES ABILITY): You are not an organic being, and are not vulnerable to physical harm as they are: you have 2 Protection. Injuries and fatigue you suffer represent disruption to your holomatrix or damage to holo-emitters. You recover from injuries with Engineering tasks, rather than Medicine. You cannot be present in any scene where there are no holo-emitters. In addition, because you were programmed for a specific purpose, you do not have a pastime.

HOLOGRAM SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Hologram character.

.:EXPANDED PROGRAMMING (HOLOGRAM TALENT)

REQUIREMENT: Hologram

Your program has been expanded considerably, and even includes interests beyond the scope of your original programming. You may select up to two additional focuses. In addition, you may select a pastime.

.:MOBILE EMITTER (HOLOGRAM TALENT)

REQUIREMENT: Hologram

You have a device that allows you a degree of autonomy from fixed holo-emitters. Most of these mobile emitters are bulky, awkward pieces of equipment with a limited amount of power, making them useful only for short periods and emergencies, but the technology is improving. While you have your mobile emitter, you can move freely in places that lack holo-emitters. However, the device is vulnerable, which reduces your Protection by 1.

▷ PHOTONIC LIFE

A matter of much debate is the point at which a hologram goes from being a simple program to a sapient artificial life-form. This concern began to arise—as more than pure theory—in 2365, with the creation of **James Moriarty**, a version of the fictional adversary to Sherlock Holmes accidentally created with full self-awareness aboard the *Enterprise*-D. Ethicists in the Federation began to develop frameworks for the study and development of holographic sapience, and cautioned against deliberately attempting to create a sapient hologram (or, at least, creating one without proper caution and accountability). Holographic characters were a tricky proposition in the AI ethics field, because they were often programmed to emulate living beings, and distinguishing between a complex simulation of sapience and actual sapience is difficult at the best of times.

Still, the ethics of holographic sapience truly became a concern with the development of utility holograms such as the **Emergency Medical Hologram** a few years later, as the project pushed close to the boundaries of what counted as a program and what counted as sapient: the EMH was designed to be aware of its own existence as a holographic doctor, which was often a major limit applied to holographic characters. Still, it was ruled that these sorts of holographic tools skirted the line, but were still tools and technology rather than life-forms: their programming pushed the limits of what the holomatrix could process while remaining stable, and it was believed that the step to true sapience was impossible for that holomatrix to sustain.

This began to change in 2374, with news of the Mark 1 EMH aboard the lost *U.S.S. Voyager*, which had been active non-stop since 2371, and expanded beyond his programmed limits: achieving a sapience through a mixture of experiences and through jury-rigged expansions to his programming. The debate around holographic rights became increasingly intense, especially as civilian holoprogrammers began to experiment with greater self-awareness and complex personality subroutines in their own creations to give them a deeper "inner life": during the Dominion War, Deep Space 9 had a fully aware holocharacter, Vic Fontaine, who demonstrated this to a high degree. Further, *Voyager* reported on several cases in the Delta Quadrant where sapient holograms—collectively referred to as photonic life—had been involved in conflicts with their creators.

The possibilities of this space were still being explored and debated into the 2380s; *Voyager*'s EMH had won certain rights and a degree of legal personhood, and Starfleet policy required certain limitations on holographic development to minimize the risk of accidentally creating life. These limitations were strengthened after the attack on Mars in 2385: holograms, as they were tied to locations with holo-emitters, didn't have quite the same risks or stigma as synths, but artificial life was still regarded with skepticism and uncertainty, so even as emergency hologram packages began to appear on civilian vessels, they were programmed with behavioral limiters that would hopefully limit accidents, and research into deliberate holographic life creation was heavily restricted. Even after the synth ban was repealed in 2400, study in this field progressed slowly.

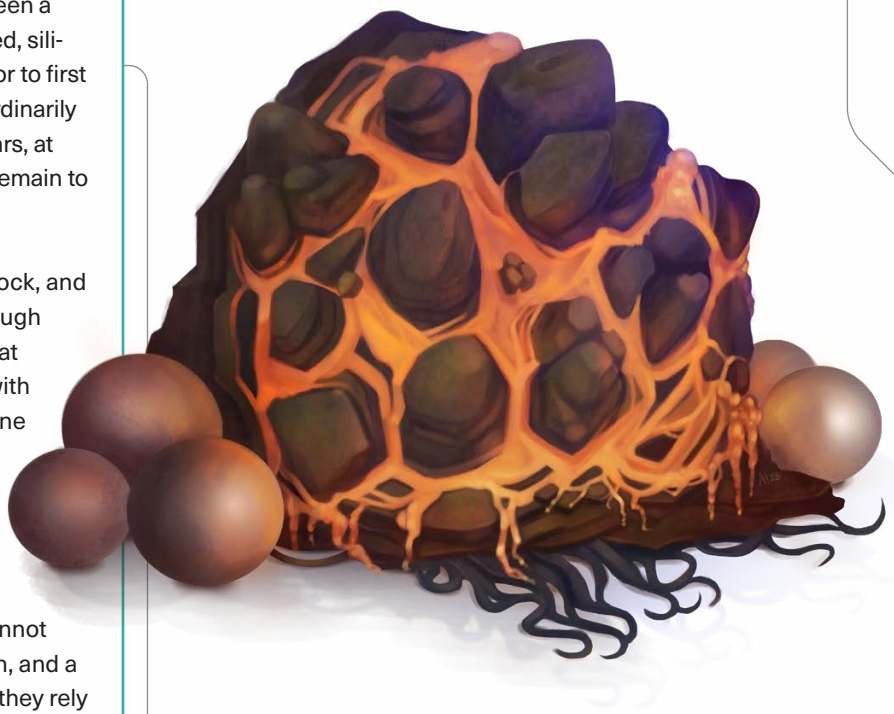
HORTA

Horta are sapient, silicate life-forms native to the Alpha Quadrant planet Janus VI. Appearing as an amorphous rocky mass, Horta have little in common with carbon-based life, and they were not identified as being sapient until encountered by the crew of the *U.S.S. Enterprise* NCC-1701 in 2267, after conflict had arisen between a Human mining colony and the native Horta. Indeed, silicon-based life was deemed purely theoretical prior to first contact with the Horta. The Horta have an extraordinarily long life cycle, spanning almost fifty thousand years, at the end of which time a single mother Horta will remain to guard over the eggs for a new generation.

Horta feed upon mineral deposits found within rock, and they absorb these minerals while tunnelling through rock: their bodies secrete a highly potent acid that dissolves rock, metal, and even organic matter with ease, allowing them to tunnel through dense stone as easily as a Human might walk through an empty room. They are, however, highly intelligent and compassionate beings, and once communication was established between the Horta and the miners on Janus VI, they were able to cooperate extremely effectively. Horta cannot speak, but communicate through scent, vibration, and a limited psionic communion; among humanoids, they rely on universal translators, but in an emergency, they can etch writing into solid surfaces with their acid.

Since then, small numbers of Horta have travelled to other worlds, often as part of mining cooperatives, and a handful have even joined Starfleet.

> ***EXAMPLE CHARACTERS:*** *Dahai Iohor Naraht* (Star Trek *novels*), *Chwolkk* (Star Trek: Titan *novels*)



SPECIES DETAILS

SAMPLE VALUES:

- All things, even rocks and stones, grow and change with time
- Be your best, so that all may thrive
- We may not resemble what you think of as life, but we are alive
- I am not a monster

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Reason

TRAIT: Horta. A Horta is a large amorphous mass of orange-brown silicate biomatter. They are silicon-based life, rather than carbon-based, and difficult for conventional scanners and sensors to detect as life, and an immobile Horta is nearly impossible to distinguish from a pile of rock or rubble. They are non-humanoid, but their bodies are flexible enough to allow them to grasp objects and manipulate tools with pseudopod-like projections, though humanoid tools are not always easy for them to wield. They have poor eyesight, and see mainly in the infrared range, but instead navigate by a vibrational sense and

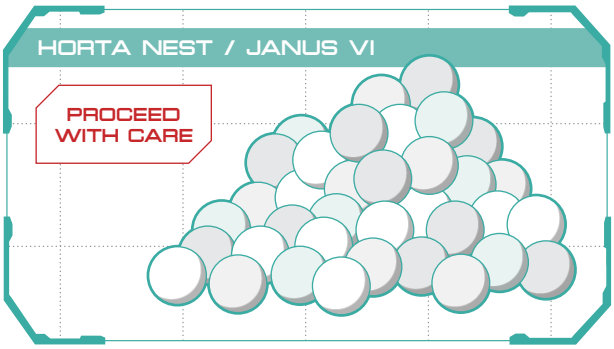
HORTA SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Horta character.

.: OLD AS DIRT (HORTA TALENT)

REQUIREMENTS: Horta, Veteran (at lifepath) or gamemaster's permission; during **Step Five** of lifepath character creation, if you select the Veteran option, you may select this talent instead of the **Veteran** talent

Horta can live to be thousands of years old, and while few have any experiences of the wider universe prior to first contact with them in 2267, their potential for accumulated wisdom is considerable. When you attempt a task for which you have an applicable focus, you may spend Determination to automatically succeed at that task roll, as long as the task's Difficulty is lower than the department you would use on that roll (for example, if you attempt a task using Science, and you have Science rating of 4, you may spend Determination to auto-succeed at the task if it has a Difficulty of 3 or less).



▷ HORTA ON SHIPS

Because they are slow moving, Horta may find it challenging to get from one end of a starship to another when time is of the essence. Because of this, most Horta utilize specially designed anti-grav sleds similar to those used to transfer heavy materials. These Horta sleds come equipped with the same directional propulsion system used in standard Federation medical support chairs. The system is encased in an acid-resistant ceramic shell, and some are also equipped with mechanical arms should the Horta need to work on sensitive systems that may corrode when they come into contact with its acidic skin secretions.

.: TUNNEL-WISE (HORTA TALENT)

REQUIREMENT: Horta

All Horta can sense the chemical and mineral composition of the rocks and other objects around them, using a mixture of olfactory and vibrational senses. You've honed your senses to a masterful degree, allowing you to discern oddities, impurities, and other abnormal phenomena. Your sense of smell and your vibrational senses can discern fine details that other living creatures cannot detect without the use of high-tech scanners, and when you attempt to discern hidden or obscured details while within a subterranean environment, you may reroll 1d20.

a multispectral olfactory sense that can detect the chemical compositions of objects, gases, and terrain in their vicinity.

Horta player characters seldom use more physical tools than are absolutely necessary, as their natural acids risk damaging any objects not specially modified for them. They will still carry a communicator and universal translator.

SILICON-BASED BURROWER (SPECIES ABILITY): You are nigh-impervious to harm, having Protection 3, and you can move freely through solid rock with little difficulty (very dense rock might count as difficult terrain). Your acidic secretions give you a melee attack which inflicts Deadly 4 Injuries with the Debilitating and Piercing qualities.

HORTA NAMES: Horta do not have a spoken language of their own, and thus their own names cannot be pronounced by verbal humanoids. Horta tend to have names which are descriptive, and are often bestowed by others, but these names may be in a variety of languages.

HUMAN AUGMENT

While genetic engineering is not a science limited to humanity, Humans have a particular history with genetically engineered people, commonly referred to as **Augments**. In the latter years of the 20th century or the early years of the 21st century—historical records from this era are patchy and sometimes contradictory—scientists on Earth created a number of Augments with superhuman capabilities: heightened strength, speed, resilience, and intellect. However, these Augments were also notably belligerent, violent, ambitious, and amoral. Seizing power over many nations on Earth, these superhuman tyrants wrought havoc on the world during the Eugenics Wars.

Since that time, Humans have been notably wary of genetic augmentation as a science, and it became illegal on Earth to use genetic engineering to enhance the innate capabilities of a person. This ban would remain law within the Federation upon its founding as well. Officially, Augments and other genetically enhanced people are prohibited from entering Starfleet, but this ban has been challenged, and the civil rights of Augments has been a matter for debate within the Federation for some time, with notable cases such as *Chin-Riley v. Starfleet* and *Bashir v. Starfleet Medical* creating exceptions and precedents.

> ***EXAMPLE CHARACTERS:*** *Khan Noonien Singh* (Star Trek), *Julian Bashir* (Deep Space Nine), *Dal R'El* (Prodigy)

SPECIES DETAILS

SAMPLE VALUES:

- Superior ability breeds superior ambition
- Just because my genes were altered, that doesn't make me any less Human
- I stand apart because I have to keep part of myself secret
- I'm not dangerous; I just see the world differently

ATTRIBUTES: Add 1 each to any three attributes.

TRAIT: Augment. An Augment has had their genetic structure artificially altered in order to enhance specific qualities and abilities they possess. The specifics of these enhancements can vary considerably depending on which qualities the geneticist chooses to enhance. Creating Augments is banned in the Federation, and many organizations refuse to recruit or employ Augments. Because of this, many Augments are created by illicit geneticists, whose methods are often dubious and whose creations can have debilitating side-effects. Most Augments have to hide their altered nature their entire lives.

You also have the **Human** trait (core rulebook, page 107).

HUMAN AUGMENT SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Human Augment character.

.:HEIGHTENED SENSES (AUGMENT TALENT)

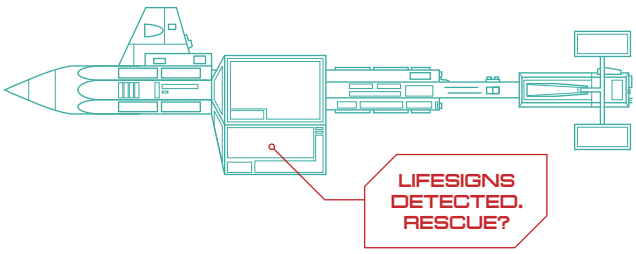
REQUIREMENT: Augment trait

When you select this talent, select a single sense: sight, hearing, smell, taste, or touch. When you attempt a task to perceive or detect something using that sense, reduce the Difficulty by 2, to a minimum of 0. You may also attempt to detect things using that sense which a normal Human could not naturally detect.

.:REGENERATIVE HEALING (AUGMENT TALENT)

REQUIREMENT: Augment trait

Your body's natural recovery and repair processes have been enhanced, allowing you to withstand and heal from injuries more quickly. You gain +1 Protection against Stun Injuries. At the end of each scene, you may select one untreated injury you currently have and add Threat equal to the Injury's Severity: the Injury becomes treated. If all your injuries are currently treated, you may instead pick a treated injury, and add Threat equal to its Severity to heal that injury completely.



GENETICALLY ENHANCED (SPECIES ABILITY): You are an Augment. You may select one or two talents which require the **Augment** trait, which you gain in addition to the normal talents you can select. If you select two of these Augment talents, then you must select an additional trait which represents a severe personality flaw or neurological problem, such as **Heightened Aggression**, or **Sensory Processing Disorder**.

▷ NOT SO PERFECT AFTER ALL...

Because augmented DNA causes a person to act erratically, when a Human Augment rolls a complication, the gamemaster may roll on the following table to see what effect their unstable genetics have on the character.

.:RANDOM AUGMENT COMPLICATIONS

D20	COMPLICATION
1–2	The character drops everything they're holding and falls to the ground screaming.
3–4	The character immediately takes a *Dash* action, moving as many zones away from the action as possible.
5–6	The character charges the closest character to them and makes a melee attack against them.
7–8	The character gains the **Confused** trait until they've had a chance to rest.
9–10	The character gains the **Panicked** trait until they've had a chance to rest.
11–12	The character loses their sense of smell until they've had a chance to rest.
13–14	The character releases an unfiltered, verbal tirade against an ally.
15–16	Until they have time to rest, the character believes that their perspective on a topic is correct and will not listen to other options proposed by allies or enemies.
17–18	Until they've had time to rest, the character believes that its allies are out to get them.
19–20	The character begins firing its weapon at anything or anyone that moves or at any object that they perceive to be important to the mission.

ILLYRIAN

Illyrians are a species native to the region once known as the Delphic Expanse, and Illyria itself was located in the Vaultera Nebula, but they have spread and settled countless colony worlds over the centuries. Illyrians have embraced genetic engineering to adapt their bodies to suit the worlds they settle, as an alternative to terraforming or geoengineering to make worlds habitable. As a result, Illyrians live on many worlds that other species might regard as uninhabitable.

However, while many of their colonies are now within Federation space, they exist in an awkward limbo, as their tendency towards genetic engineering puts them in direct conflict with Federation laws against genetic augmentation. This has left them as outcasts, forced to either undo their genetic enhancements, hide their nature, or live in marginalized communities on the fringes of society. The treatment of Illyrians—and by extension, all genetically enhanced persons—is a matter of controversy and the subject of a long-running civil rights movement.

Due to their engineered nature, Illyrians can vary wildly in appearance, ranging from appearing indistinguishable from Humans, to possessing cranial ridges, brow spines, webbed hands and feet, or a range of other visible or invisible physiological alterations.

> ***EXAMPLE CHARACTER:*** *Una Chin-Riley* (Strange New Worlds)

SPECIES DETAILS

SAMPLE VALUES:

- We seek to live in harmony with nature, not to dominate it
- *Ad astra per aspera*—through hardship to the stars
- We must choose between a piece of ourselves and a place among the stars
- Your history should not dictate our future

ATTRIBUTES: +1 Control, +1 Reason, +1 Presence

TRAIT: Illyrian. Illyrian baseline physiology is fairly close to that of Humans, but few Illyrians match this baseline closely, due to countless generations of divergent genetic engineering to suit different planetary environments or to gain other desired capabilities. Illyrians tend to be secretive due to a history of being outcast or dismissed by Federation races for their enhancements.

ADAPT AND EXCEL (SPECIES ABILITY): You may have the **Augment** trait. In addition, select a single attribute when you create your character: when you attempt a task using that attribute, you may suffer 1 Stress to reroll a single d20.

AUGMENT EXCEPTIONS

Even though genetic engineering has been outlawed by the Federation, multiple medical institutions have been able to overrule the bans for multiple reasons over the centuries, with many of the procedures becoming common acceptance and protected by several judicial rulings. Most of these rulings consider the term Augmented to mean Enhanced Beyond Typical Genetics which means that genetic manipulation to ensure a normal life is generally accepted.

- **ENVIRONMENTAL ADAPTATIONS:** When a species' environment changes and would cause extinction, it has generally been accepted that, if the species has altered themselves genetically to survive, they do not fall under the genetic engineering ban.
- **GENETIC HYBRIDIZATION:** In the rare instance that someone's genetic code is a hybridization of several different species, but not truly "augmented", Starfleet has been convinced to allow entry into the program.
- **ORGAN AND SKELETAL REPLACEMENTS:** Doctors have the ability to grow all new bones and organs from manipulating genetic sequences and utilizing stem cells. These replacements are considered necessities for the patients and therefore don't fall under Augment bans.
- **REMOVAL OF CANCER AND OTHER GENETIC MALADIES:** Ever since doctors could use markers to predict genetic illnesses, many children are treated in utero to ensure they have a healthy life free of these crippling diseases.

ILLYRIAN NAMES: Illyrians tend to have names with the common pattern of personal name followed by family name; in some cases, the family name will be the names of two families linked by a hyphen. Illyrians who have removed their enhancements, or who seek to hide their enhancements, often take new names or alter their names to better blend in.

- **FEMININE NAMES:** Neera, Una
- **MASCULINE NAMES:** Ivan, Hudek, Usarn
- **FAMILY NAMES:** Chin, Riley, Ketoul

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Illyrian character.

.: AUGMENTED IMMUNITY (AUGMENT TALENT)

REQUIREMENT: Illyrian, **Augment** trait

Your immune system has been altered to burn out toxins and diseases. Whenever you would be affected by toxins or diseases, you may add 1 Threat to immediately eliminate the infectious agent and ignore the effect. You visibly glow when this occurs.

.: RAPID COMPREHENSION (AUGMENT TALENT)

REQUIREMENT: Augment or **Cyborg** trait

Your mind processes information swiftly, allowing you to learn even advanced concepts very quickly. Once per scene, when you ask questions with *Obtain Information*, or create a trait that represents researched information, you may spend 1 Momentum (Immediate) to select an additional focus related to those questions or that trait. You gain the benefits of the new focus for the remainder of the current scene.

JEM'HADAR

An artificial species of reptilian humanoids created by the Founders, who serve as the military of the Dominion. Rather than being born naturally, **Jem'Hadar** are bred in birthing chambers, and their growth cycle is accelerated such that they reach maturity within three days. It was rare for any Jem'Hadar to live longer than 10 or 15 years, and those over 20 were regarded as honored elders.

Jem'Hadar are engineered to be a perfect warrior species. They have exceptional strength, excellent vision and co-ordination, and they are extremely resilient to attack. They do not require sleep, and receive all their nourishment from a drug known as ketracel-white, which also contains a necessary isogenic enzyme that their metabolism does not produce. Jem'Hadar received regular doses of "the white" from their Vorta overseers, ensuring their loyalty.

The Jem'Hadar worship the Founders as gods, though few of them had ever actually seen a Founder. Those who had were driven to such a fervid loyalty that they would commit suicide if they allowed a Founder to be harmed. Duty was central to their existence, regarding their lives only as having value as long as they continued to triumph. While some have a personal sense of honor, this is not a major part of their culture.

> ***EXAMPLE CHARACTERS:*** *Omet'iklan* (Deep Space Nine)

SPECIES DETAILS

SAMPLE VALUES:

- Obedience brings victory, and victory is life!
- We pledge loyalty to the Founders from now until death
- Relaxation and recreation are weaknesses
- I will do as ordered, but I will seek to do so honorably

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Jem'Hadar. Jem'Hadar are physically powerful, and far stronger and more resilient than Humans. They have keen eyesight, and act without fear or hesitation in battle. They do not regard death with apprehension, and are aggressive, limited only by their absolute obedience to the Founders and the Vorta.

PERFECT SOLDIER (SPECIES ABILITY): You are built for warfare. Your *Unarmed Strike* attacks may inflict Deadly Injuries, and have the Intense quality. Further, you have 1 Protection, and cannot suffer any Stun Injuries. However, you are uncomfortable among other species, and cannot easily empathize or relate to them, adding 1 Difficulty to any task rolls to interact with someone in a peaceful manner unless they are a direct Dominion superior. Finally, you require daily doses of ketracel-white to live: while you have your dose, you recover 4 Stress at the start of each scene, but you cannot rest normally, and each day you do not receive the white, you cannot recover Stress, and you gain the **Withdrawal Symptoms** trait.

JEM'HADAR NAMES: Jem'Hadar naming convention has two components, divided by a glottal stop or apostrophe; e.g., Talak'talan. The specific pattern for this naming is unknown, but it has been speculated that the second portion may refer to a specific batch or grouping from the birthing chambers.

- **FIRST COMPONENT:** Amat, Arak, Duran, Goran, Ikat, Ixtana, Kudak, Lamar, Limara, Meso, Omet, Remata, Talak, Temo, Toman, Virak, Yak
- **SECOND COMPONENT:** Adar, Agar, Clan, Etan, Igan, Ika, Iklan, Kara, Rax, Son, Talan, Taral, Torax, Ukan, Zuma

JEM'HADAR SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Jem'Hadar character.

.: THE SHROUD (JEM'HADAR TALENT)

REQUIREMENT: Jem'Hadar

You have honed the Jem'Hadar ability to conceal yourself from the enemy. Using the *Prepare* minor action, you may shroud yourself, becoming nearly invisible. You gain the **Shrouded** trait. While shrouded, tasks to detect or locate you increase in Difficulty accordingly, and you cannot be the target of an attack unless the attacker has found some other way to detect you. This ends when you make an attack or when you take another *Prepare* minor action to end the effect. You cannot use this ability when deprived of ketracel-white.

.: VICTORY IS LIFE! (JEM'HADAR TALENT)

REQUIREMENT: Jem'Hadar

During a scene, whenever you defeat an enemy or achieve a specific objective commanded by your superior (or a mission Directive), recover 3 Stress instantly. The gamemaster may veto any objectives they deem too trivial or exploitable.

▷ JEM'HADAR LIFEPATHS

As an artificially bred species, Jem'Hadar characters do not go through the same stages of life that are common for others. Indeed, a Jem'Hadar goes from infancy to adulthood in a matter of days.

A Jem'Hadar character created using the lifepath method does not make the normal choices at **Step Two: Environment**, or **Step Three: Upbringing**. Instead, they choose one of two **Hatchery** options, reflecting differences between hatcheries in the Gamma Quadrant and those in the Alpha Quadrant. Further, at **Step Four: Career Path**, choose the Starfleet (Enlisted) option, as it is the closest match to Jem'Hadar training.

GAMMA HATCHERY

You were bred and raised by a hatchery in the heart of the Dominion's territories in the Gamma Quadrant. You gain the following:

- **VALUE:** You receive a single value. This should reflect your adherence to the traditions and dogma of the Dominion, for Gammas were created first and have been relied upon by the Founders for many generations.
- **ATTRIBUTES:** You add 1 each to Control, Fitness, and Reason. You may then choose one of those attributes and increase it by a further +1.
- **DEPARTMENTS:** You add 1 to Security and 1 to any other department.
- **FOCUS:** You receive a single focus, typically to do with either combat or starship operations.

  Examples include:

  - Atmospheric Flight, Evasive Action, Precision Maneuvering, Zero-G Combat, Blade Weapons, Camouflage, Demolitions, Disruptors, Intimidation, Martial Arts.
- **TALENT:** You receive a single talent.

ALPHA HATCHERY

In 2374, during the Dominion War, you were bred and raised by a hatchery in the new Dominion territories in the Alpha Quadrant, customized to fight the Federation, the Klingons, and the Romulans. You gain the following:

- **VALUE:** You receive a single value. This should reflect your specialized conditioning and obvious superiority, for Alphas were created to fight the Alpha Quadrant cultures and succeed where the Gammas failed.
- **ATTRIBUTES:** You add 1 each to Daring, Presence, and Insight. You may then choose one of those attributes and increase it by a further +1.
- **DEPARTMENTS:** You add 1 to Command and 1 to any other department.
- **FOCUSES:** You receive a single focus, typically to do with leadership in battle. Examples include:

  - Mental Discipline, Strategy/Tactics, Combat Maneuvers, Ambush Tactics, Fleet Formations, Small Unit Tactics.
- **TALENT:** You receive a single talent.

KELLERUN

The **Kellerun** are a species native to the Alpha Quadrant with a long history of space exploration, but also of conflict. Prior to the late 24th century, the Kellerun were embroiled in a centuries-long conflict with a species from a neighboring system, the T'Lani, which had escalated to the point that deadly nano-bi-ogenic weapons—called the Harvester—were used extensively by both sides, which led to mass casualties. When a tentative peace was finally achieved, both sides sought Federation aid in destroying their stockpiles of the Harvester weapon. Centuries later, the Kellerun faced conflict again, as the territories of the Breen Imperium expanded to claim the Kellerun homeworld as an outpost, stripping it of resources.

The Kellerun themselves are a humanoid species with pointed, ridged ears, but who otherwise appear similar to Humans, Betazoids, or Vulcans. The species' long history of warfare has resulted in the Kellerun being an intense and determined people, but it would be difficult to class them as a warrior culture in the way the Klingons are. Still, Kellerun culture does encourage a pragmatic attitude, which some might see as ruthlessness, when it comes to eliminating dire threats before they can arise.

> ***EXAMPLE CHARACTERS:*** *Ambassador Sharat* (Deep Space Nine)*, Rayner* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- Harsh action now may prevent something worse later
- I have no taste for battle, but I will not yield meekly to threats
- I care about what you can do more than who you are
- I've seen too much destruction to allow more

ATTRIBUTES: +1 Daring, +1 Control, +1 Presence

TRAIT: Kellerun. Kellerun are a humanoid species with features and physiology similar to Humans and many other species, aside from ridged and pointed ears. The Kellerun have a reputation for being focused and intense, slow to trust, and even humorless.

INTENSE DEFIANCE (SPECIES ABILITY): Your people have endured fierce, brutal conflicts, and cultivated a defiant, pragmatic attitude towards hardship. When you suffer one or more Stress, you may add 1 to Threat to reduce the amount of Stress suffered by 1. Once per mission, when you become Fatigued, you may immediately add 2 Threat to recover 1 Stress.

KELLERUN NAMES: Kellerun names tend to be straightforward, much like their pragmatic attitude.

- **SAMPLE NAMES:** Ayelle, Carzot, Defren, Ferro, Harreb, Korlom, Mennor, Pherri, Rayner, Sharat, Tivana, Wennix

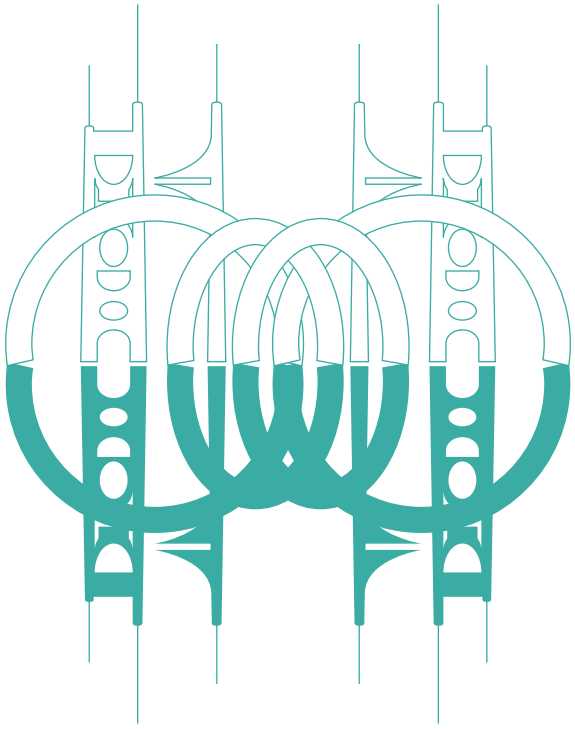
KELLERUN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Kellerun character.

.:OUT OF NECESSITY (KELLERUN TALENT)

REQUIREMENTS: Kellerun, or gamemaster's permission

You are willing to take whatever action is necessary to achieve the best outcome, even if that action might be dangerous or destructive in the short term. Once per mission, when you take an action that would cause **escalation** (such as using lethal force on an attack), you may insist that the action is necessary: if you do so, you ignore the normal **escalation** for that action as long as the action itself was successful. You may also reroll 1d20 on any task roll to try and use intimidation or threats to force an enemy to back down from a fight.



.:PRAGMATIC PROFESSIONAL (KELLERUN TALENT)

REQUIREMENTS: Kellerun, or gamemaster's permission

The niceties of leadership and teamwork concern you less than the outcome of your endeavors. When you attempt a task with assistance from another character, or assist another character's task, any character involved in the task may suffer 1 Stress to reroll 1d20.

.:FIRST OFFICER'S LOG

COMMANDER RAYNER,
U.S.S. DISCOVERY-A

My assignment on board the *Discovery* and whether I want this job or not, the call to duty is in my blood. For centuries, my people fought a war they thought might never end and eventually it did. With steadfast determination, we even became allies with the T'Lani. And now, four centuries later, our fragile alliance has been disrupted by the Breen. Admiral Vance assures me this ship and its crew are the key to protecting the rest of the Galaxy from the Breen menace. I'm having a hard time agreeing with him.

If I'm honest, I don't even know where to begin with this crew. Their blind optimism goes against everything my people learned while at war with the T'Lani. Perhaps my job here is to show this crew how a real starship during a real war needs to function? Perhaps that is why Captain Burnham chose me. Perhaps it is time to get to know the crew a bit better. In my experience, one on one conversations work well to build a bond between a first officer and their crew. These meetings may provide me additional insights into how the *Discovery* managed to survive through so much with a crew who uniformly puts optimism at the forefront of each mission.

KELPIEN

A sapient humanoid species indigenous to the planet Kaminar, **Kelpiens** live in an agrarian society. Elders are the leaders of the Kelpien culture, passing down knowledge and history through stories. One of these stories speaks of the Great Balance, a belief that by culling members of their species, the Kelpiens would have peace with the Ba'ul, a powerful species that would hunt their people to extinction if the Kelpien population got out of hand. This meant that when a Kelpien started going through their physiological change known as *Vahar'ai*, they would be brought in front of the Watchful Eye and culled, releasing them from the pain and threat of mental instability, as well as maintaining the Great Balance.

In the mid-23rd century, Commander Saru—the first Kelpien in Starfleet—discovered that Vahar'ai was actually a natural physical change that made his people expert hunters. The culling and the Great Balance were both lies forced onto the Kelpiens by the Ba'ul. Eventually, the crew of *U.S.S. Discovery* helped the Kelpiens rise up against the Ba'ul and break free of the lies they had been told for generations.

> ***EXAMPLE CHARACTERS:*** *Saru* (Discovery), *Su'Kal* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- The universe requires a balance; if it does not exist, we must find it
- You call it fear, I call it healthy caution
- We are predators, and I study my prey carefully
- I am keenly aware of the coming of danger

ATTRIBUTES: +1 Control, +1 Fitness, +1 Insight

TRAIT: Kelpien. The Kelpiens are a bipedal species adapted to living on land and in the water. Kelpiens are physically stronger than most humanoids, and are able to run at considerable speeds for short bursts and can see into the ultraviolet and infrared spectrums of light.

In addition, all Kelpiens have an additional trait: either **Pre-*Vahar'ai*** or **Post-*Vahar'ai***. If Pre-*Vahar'ai* is chosen, you may choose for your character to undergo *Vahar'ai* (changing the trait) as part of a character arc.

HUNTER OR PREY (SPECIES ABILITY): Your physiology is finely tuned to evading pursuit or running down a quarry. When you take the *Movement* minor action, reduce the Momentum cost of crossing difficult terrain by 1. When you take the *Sprint* major action, you move one additional zone. In addition, you gain a benefit depending on whether you are pre- or post-*Vahar'ai*.

- **THREAT GANGLIA (PRE-VAHAR'AI):** When the gamemaster spends 3 or more Threat at once, you may add 1 point to the group Momentum pool.
- **KERATIN DART (POST-VAHAR'AI):** You have a natural ranged attack, inflicting a Stun/Deadly 2 Injury.

KELPIEN NAMES: Kelpiens tend to have a single name, which vary only slightly between masculine and feminine forms.

- **SAMPLE NAMES:** Brinna, Dor'na, Kaladar, Lin'lev, Su'Vyn, Trialla, Tuvu, Vilara

KELPIEN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Kelpien character.

.: PREDATOR'S INSIGHT (KELPIEN TALENT)

REQUIREMENTS: Kelpien, **Post-*Vahar'ai*** trait

You have a heightened awareness that has been honed to allow you to discern the flaws and vulnerabilities in your prey. Whenever you succeed at a task to study or scrutinize a person or starship, you reduce the cost to create a trait—which must represent some weakness you've identified—by 1.

.: THREAT AWARENESS (KELPIEN TALENT)

REQUIREMENTS: Kelpien, **Pre-*Vahar'ai*** trait

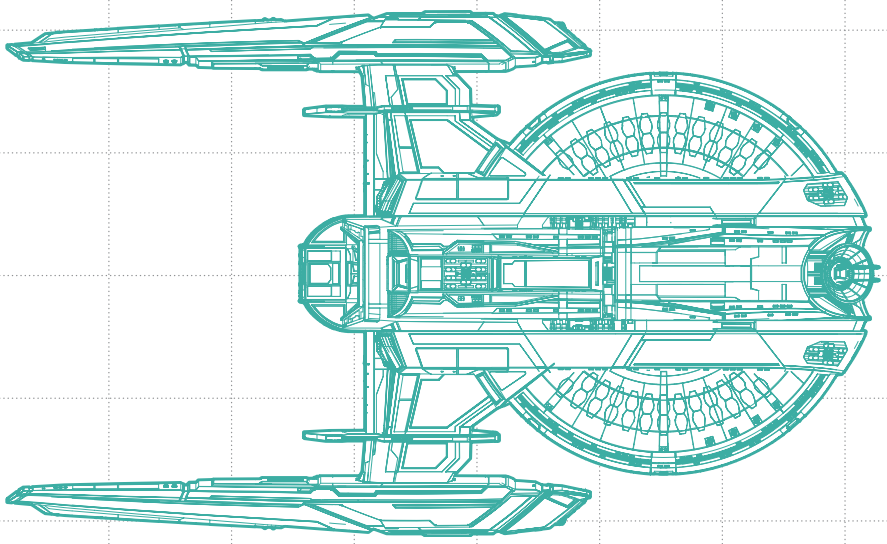
You are keenly aware of every potential threat around you, and you act accordingly. At the start of each scene, if the total number of points in the Threat pool exceeds twice the number of players, add 1 Momentum to the group pool.

▷ THE KELPIEN BA'UL STORYBOOK

Kelpien society used a book of spiritual fairy tales about the Great Balance and the future of their people. Utilizing imagery and short stories, the book became one of the major educational tools to teach Kelpien children the importance of the Great Balance. What follows are several excerpts from this book and their potential meaning.

- **THE ALL-SEEING EYE:** This section of the book shows a Kelpien and a Ba'ul holding hands in front of the All-Seeing Eye. Most scholars believe that this page shows that the Great Balance created by the All-Seeing Eye unites the two species in some way.
- **THE CITADEL:** The Citadel is a place of refuge found on a tall island in the sea. Many believe that this story actually refers to the Ba'ul stronghold which is submerged beneath the ocean on Kaminar.
- **THE FALLEN STAR:** Showing Mal'Ilod discovering something in a crater, many believe that this image reveals a piece of technology that fell from the sky and not a star as the story suggests.
- **THE STAR'S POWER:** This part of the story depicts Mal'Ilod using the star he found to defeat a colossal sea serpent. Scholars believe that the serpent itself represents the Ba'ul and that the star is some type of weapon, or possibly an ally who helps defeat the Ba'ul.

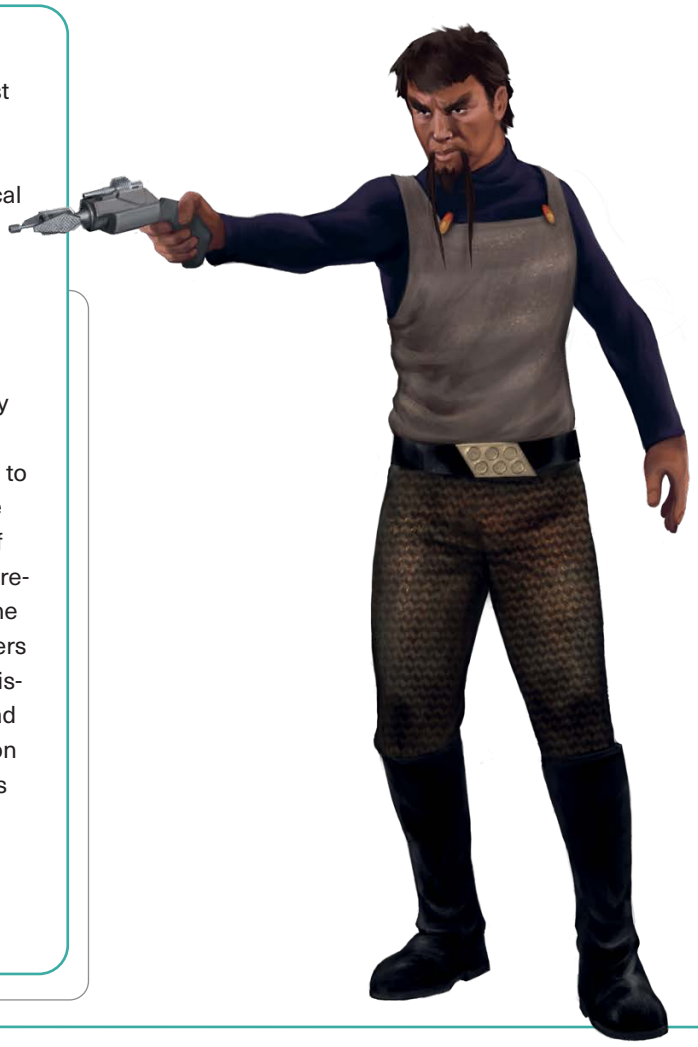
NCC-1227 U.S.S. SHENZHOU // WALKER CLASS



KLINGON QUCHHA'

In 2154, a lethal, metagenic strain of the Levodian flu ran rampant through the Klingon Empire, infecting vast numbers of Klingons. Though a cure was eventually devised, the combination of the plague's metagenic effects and the cure itself led to numerous physiological and genetic changes in those afflicted, most notably the dissolution of their cranial ridges and a number of neurological alterations, to a point where they somewhat resemble Humans, with these changes passed onto the descendants of those afflicted. These altered Klingons came to be known as **QuchHa'**, "the unhappy ones," for their seeming deformity, while those who escaped the plague's effects were commonly referred to as the **HemQuch**. Though still hardy and vigorous, the **QuchHa'** tend to express the customary aggression of their culture as a ruthless cunning, and they are often regarded as less honorable and trustworthy. They join the armed forces and intelligence services in great numbers to prove their worth and gain glory as a result of this discrimination. By the early 2270s, almost all **QuchHa'** had undergone corrective treatment to restore their Klingon physiology, and Klingons in later eras refuse to discuss the matter with outsiders.

EXAMPLE CHARACTERS: *Arne Darvin* (Star Trek), *Kras* (Star Trek)



SPECIES DETAILS

SAMPLE VALUES:

- There is nothing more honorable than victory
- I am Klingon in my heart, even if I must prove it continually
- There is always a path to victory
- Survival must be earned

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: QuchHa'. Those Klingons affected by this metagenic plague are frequently discriminated against or regarded as cowardly, shameful, or un-Klingon in nature, a stigma that they frequently strive to disprove, or which frees them to take actions that other Klingons may not regard as proper. Their altered genetics leave them less susceptible to a number of diseases and disorders that affect Klingons but allows them to contract a number of Human diseases that Klingons are normally immune to.

You also have the **Klingon** trait (core rulebook, page 108).

SUPERIOR AMBITION (SPECIES ABILITY): When you spend Determination, you may add 3 Threat to gain two benefits from spending Determination, instead of 1.

KLINGON QUCHHA' SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A QuchHa' character.

.:CRUEL (QUCHHA' TALENT)

REQUIREMENTS: QuchHa' or gamemaster's permission

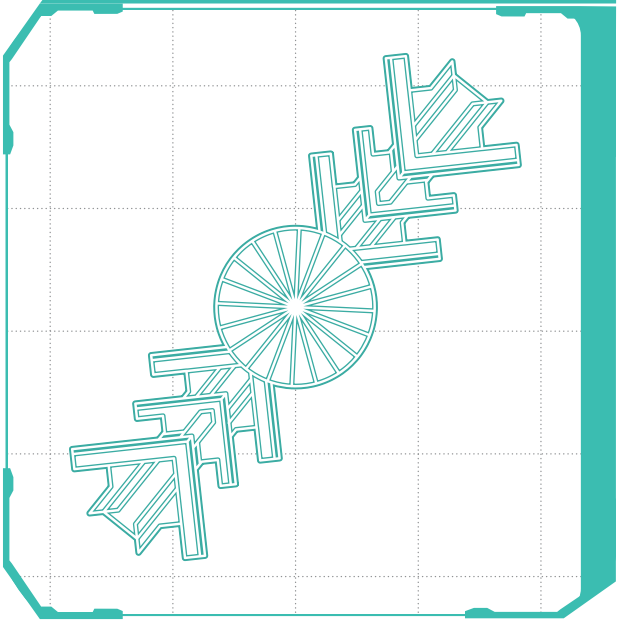
You have a tendency towards ruthlessness and cruelty, and the reputation to match, always seeking to undermine those you wish to destroy before you deal the final blow. When you attempt a task to identify the weaknesses or flaws of an enemy, or matters they are particularly sensitive or protective about, you may reduce the Difficulty by 1. If the enemy has a trait which reflects this weakness (such as an advantage you've created, or a complication they're suffering from), you may reroll a single d20 on the next attack or *Persuasion* task you attempt against them.

.:TO BATTLE! (KLINGON TALENT)

REQUIREMENTS: Klingon, or gamemaster's permission

When you buy additional dice for a melee attack using Threat, you increase the Severity of your melee attack by 1.

BALDRIC BADGE



▷ THE FALL OF THE QUCHHA'

While present in Klingon society from the latter half of the 22nd century, there are few **QuchHa'** remaining by the end of the 23rd century. However, they did not die out.

Rather, through the 2270s and 2280s, the genetic damage—which had lasted over generations—could be repaired. Along with surgical reconstruction techniques, this allowed Klingons to be restored to some approximation of their earlier form. A few decades after, the Klingons refused to even talk about the **QuchHa'** with outsiders, considering them a source of shame. Even Klingons who underwent the reconstructive procedures do not admit to having been "ridgeless."

In a game set during the late 23rd century, a Klingon **QuchHa'** character may elect to undergo treatment. If they do this, replace the character's **Superior Ambition** species ability with the Klingon **Brak'lul** species ability, remove the **QuchHa'** trait, and swap any **QuchHa'** specific talents with ones the character now meets the requirements for.

▷ THE RED PATH

Though many QuchHa' succumbed to cultural pressure and restored their Klingon ridges, some refused and left for a self-imposed exile from the Great Houses. During this time, many QuchHa' turned to the Red Path, a group of Kahless honor fanatics who treated them as equals. This secretive group lived in the shadows for centuries until Kahless executed the Day of Blood where surviving QuchHa' served on the front lines of Kahless's holy crusade, fighting with fury and honor. In the wake of the Day of Blood, both the Federation and the Klingons were left to wonder: how many QuchHa' still remain in the Galaxy, and, if so, what are they planning for the future?

KLOWAHKAN

The **Klowahkans** are a species of bird-like humanoids native to the Beta Quadrant planet of Klowahka. Klowahkans have bright plumage in a variety of colors, and they possess the ability to "fluff" their down—the inner layer of fine feathers used for insulation—to bulk up their appearance and appear larger when threatened, though many Klowahkans consider the act to be embarrassing.

Klowahkan culture places considerable emphasis on food, with great worth and status afforded those who live epicurean lifestyles. It is said that the Klowahkans developed warp drive in order to "seek out strange new meals," and the highest regard is given to chefs, food critics, and others similarly devoted to the culinary arts; consequently, the idea of replicated food is an affront to their way of life. The Klowahkan language is rife with food metaphors, which can often cause communication difficulties (or simply annoyance) when translated to other languages.

> ***EXAMPLE CHARACTER:*** *Dr. Gabers Migleemo* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- The Galaxy is a sumptuous buffet just waiting to be sampled
- Be a can-alope, not a can't-alope
- Life is too short to be wasted on blandness
- We appreciate a meal more when we are hungry

ATTRIBUTES: +1 Control, +1 Reason, +1 Insight

TRAIT: Klowahkan. Klowahkans are an avian humanoid species with bright plumage. Their downy feathers can help keep them warm in cold environments, and can be fluffed up to make themselves look larger when threatened. They have extremely sensitive senses of taste and smell, and have a culture of appreciating fine food, meaning that they have an extremely refined palette, able to discern flavors other species often cannot.

EPICUREAN (SPECIES ABILITY): Your sense of smell and taste are highly acute. You can detect things by smell and taste that would not be obvious to creatures of other species, and any task roll you attempt which involves your sense of smell or taste is reduced by 2, to a minimum of 0. Furthermore, if you ever suffer Stress from ingesting food other species might regard as toxic, reduce the amount of Stress suffered by 1, to a minimum of 0.

KLOWAHKAN NAMES: Gabers Migleemo, Gonald, Legnog

KLOWAHKAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Klowahkan character.

.:CULINARY COMFORTS (KLOWAHKAN TALENT)

REQUIREMENTS: Klowahkan, or gamemaster's permission

You cannot let the culinary traditions of your people sit idle, so you combine them with your duties where possible. You have the **Ship's Cook** or **Ship's Chef** role, in addition to any other role. Further, the amount of Stress you and your allies recover when you cook is increased by 2.

.:THE SPICE OF LIFE (KLOWAHKAN TALENT)

REQUIREMENTS: Klowahkan, or gamemaster's permission

You are eager to explore all that life has to offer, in all its varieties, and you prize yourself on being versatile enough to embrace those different experiences. Each time you use a particular **attribute + department** combination for the first time during the current mission, add 1 Momentum to the group pool before you roll.

▷ COOKING ABOARD SHIPS

While protein resequencers, food synthesizers, and eventually replicators reduce the need for personnel to prepare food aboard ship, some vessels in some cultures do maintain a tradition of cooks or chefs as starship personnel. For cultures like the Klingons and Klowahkans, who dislike replicated food, a ship's cook or chef is a necessity to keep the crew fed and morale up. On Starfleet vessels, a ship carrying out diplomatic missions or VIP transport may have a chef aboard to prepare meals or banquets for guests, but also to study the local cuisine of newly contacted species to make visitors comfortable.

The following are additional crew roles which pertain to cooking. A ship is unlikely to have both a cook and a chef.

SHIP'S COOK

Klingon vessels customarily have a ship's cook, who is responsible for feeding the ship's crew during a cruise. The entire crew customarily eats together, and, as Klingons dislike replicated food, regarding it as "artificial" and "lifeless," a cook is necessary to prepare meals from live or recently slaughtered meat. Other ships and cultures may have reasons to have a cook aboard the ship, preparing meals from scratch.

- **ROLE BENEFIT:** Once per adventure, at the start of a new scene, you may declare the scene will feature the crew eating together. This is considered to be a Break rest, and characters will recover +1 Stress over and above what they'd normally regain. In addition, after the scene, you may roll 1d20: if you roll equal to or under your Control, add 1 Momentum to the group pool. At the commanding officer's discretion, you may add drinks (for Klingons, bloodwine; on Starfleet vessels, this will be some variety of synthehol); if you do so, roll two d20s as above, but if either die rolls above your Control, add 1 Threat.

SHIP'S CHEF

In addition to owning restaurants, chefs are often found on starships and starbases, particularly those which do not purely rely upon replicators to feed the crew; a ship's chef was a common fixture on older ships before the introduction of the replicator. Larger modern Starfleet vessels, especially ones serving diplomatic roles, often have a chef aboard to help prepare banquets for dignitaries, cooking with a mixture of stored foods, fruit and vegetables grown in hydroponics bays, and replicated ingredients to produce spectacular dishes. Chefs aboard starships are often called upon to be adaptable and a quick study, learning new cuisines from encountered cultures, and programming replicators to add special requests to the ship's menus.

- **ROLE BENEFIT:** Once per adventure, you may prepare a meal for a non-combat scene set aboard the ship; this may be a dinner at the captain's table, a banquet for dignitaries or other VIPs, part of a celebration, or some other meaningful occasion. The scene is also considered to be a Break rest, and characters will recover +1 Stress over what they normally would. Player characters may reroll 1d20 on all social conflict tasks they attempt during that scene.

KTARIAN

The **Ktarians** are a physically diverse species native to the Federation world of Ktaris. They are a common sight throughout Federation space and are one of the many species that maintains its own fleet of vessels, both merchant and military. The Ktarian fleet is considered to be a reserve force, and can be transferred under Starfleet during times of great need. The Ktarians sent representatives to the original Coalition of Planets talks on Earth that preceded the Federation, but Ktaris did not officially join the Federation until much later.

Unlike most Federation species, the Ktarians are comprised of two separate species that evolved together on Ktaris: one whose brows are bisected into two hemispheres and the other with bone ridges along the center of the forehead. Intermarriage among these two species has resulted in both carrying the traits of the other. Predicting which traits will manifest in offspring is extremely difficult, especially when Ktarians mate with other species. Rumors circulate that the Miradorn are an offshoot of Ktarians, but the reclusive nature of the Miradorn makes this difficult to confirm.

> ***EXAMPLE CHARACTERS:*** *Etana Jol* (The Next Generation)*, Greskrendtregk* (Voyager)*, Naomi Wildman* (Voyager)

SPECIES DETAILS

SAMPLE VALUES:

- Hold the course until the end
- See an obstacle, overcome it
- Only the foolish fail to prepare
- Find a solution before the problem arises

ATTRIBUTES: +1 Control, +1 Reason, and *either* +1 Presence *or* +1 Fitness

TRAIT: Ktarian. Ktarians are a hard people, determined and relentless in pursuit of their goals. The intertwining of the two native species has led to the Ktarians possessing the best traits of both. They are physically fit and quick witted—adapting and responding to adversity with ease. They dislike entering any situation where they haven't managed to secure a significant advantage in advance.

DEEP DETERMINATION (SPECIES ABILITY): Ktarians have a well-earned reputation for committing absolutely to their goals, and a single-minded determination to achieve success. Once per mission, when you succeed at a task where you could have spent a point of Determination, but you chose not to, you may spend 3 Momentum to gain a point of Determination

KTARIAN NAMES: Ktarian names are as diverse as the two interbred species that give them. Some are simple

KTARIAN DEATH RITUALS

Even though they are determined and steadfast, many Ktarians are also spiritual, seeing their life of hard work and success as the key to moving on to their afterlife. This path to the afterlife suggests that the greater number of connections and successes a Ktarian experiences, the easier their journey beyond becomes.

The primary focus of the Ktarian Death Ritual is the Burial Ceremony. This takes place over the course of two days and requires anyone that the deceased has made a connection with while alive to make their way to a burial site and to leave a rock around the tomb. As a person places the stone, they whisper a prayer to the spirit from beyond and then speak positive experiences they had with the one whom they've lost.

It is said that the taller the pile of stones, the easier it is for the spirit of the deceased to make their way to the sky and their afterlife. This transference takes place as the friends and family of the deceased celebrate their loved one's life with a remembrance party which lasts for a full day and is filled with food, and music that the deceased enjoyed in life along with spoken testimonials about the impact their presence had on Ktarian society.

two to three syllables while others are a string of as many as eight syllables. Most names follow familial or geographic traditions, though Ktarians rarely use surnames regardless of origin.

- **FEMININE NAMES:** Nives, Etana, Milosama, Brunmohley, Jezas, Selit, Meriana, Reginalundula
- **MASCULINE NAMES:** Rafen, Tomishamin, Lazos, Mizan, Dukannigarm, Koolen, Barhenk, Greskrendtegk

THE FOLLOWING TALENTS MAY BE TAKEN BY A Ktarian character.

.:FROM A PLACE OF STRENGTH (KTARIAN TALENT)

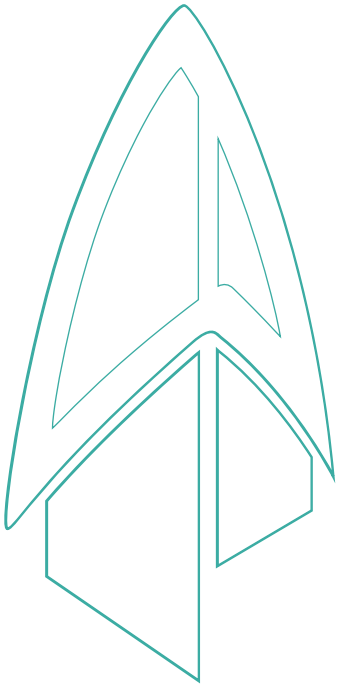
REQUIREMENT: Ktarian, or gamemaster's permission

Ktarians are loath to enter into negotiations, or any other situation, unless they feel they are at an advantage. Once per scene, when you attempt a task, you may select one trait that currently benefits you on that task; you may increase that trait's Potency by 1 for the duration of that task.

.:RELENTLESS (KTARIAN TALENT)

REQUIREMENT: Ktarian, or gamemaster's permission

Ktarians are known to face adversity with resolve, adapting to and enduring whatever obstacles arise in their path. Whenever you gain or spend Determination, recover 2 Stress.



KWEJIAN

The **Kwejian** are a relatively new species to the galactic community, having achieved warp travel during the 31st century during the desperate aftermath of **The Burn**; subspace disruptions altered the orbit of the Kwejian moon, causing an ecological disaster on a massive scale. Eventually the Kwejian people were forced to trade with the ruthless capitalist syndicate the **Emerald Chain** in order to survive. Alas, this would not be the last disaster Kwejian would face: the planet was destroyed in 3190 by a **Dark Matter Anomaly** later discovered to have been engineered by an unknown species from beyond the edge of the Galaxy. The remaining Kwejian people are scattered refugees.

Kwejian society has a deep spirituality, and a reverence for the natural cycles and balance of their homeworld's ecosystem, though many had compromised on their culture in the name of survival after The Burn. A major element of their culture was the **World Root**, a root network that spanned the entire planet prior to its destruction, and which symbolized their ancestry and their bond with their home; a cutting of this root was preserved and persists on another world into the 33rd century.

The Kwejian are relatively few in number, and dwelled within a region of their planet called the Sanctuary, which was hidden from sensors and transporters and shielded from orbital bombardment. In each generation, a few of them would demonstrate an innate empathic ability that allows them to communicate with and influence plants and animals; the manifestation of this trait was regarded as a part of the natural balance of their home.

> ***EXAMPLE CHARACTERS:*** *Cleveland Booker V* (Discovery)

DETAILS

SAMPLE VALUES:

- The universe is in careful balance, but care is needed to maintain it
- Be careful not to let trouble follow you home
- The world gives back what we put into it
- We few carry the legacy of the lost

ATTRIBUTES: +1 Daring, +1 Insight, +1 Presence

TRAIT: Kwejian. Kwejians closely resemble Humans, and have a similar biology, biochemistry, and anatomy. A portion of them possess an innate telempathic ability to communicate with and influence plants and animals, which manifests with a glowing pattern appearing on their foreheads.

NATURAL BALANCE (SPECIES ABILITY): Kwejians are sensitive to the cycles and patterns of the natural world. A Kwejian character may select the **Empathy** talent

KWEJIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Kwejian character.

.:BAIT FOR THE CARRION REAVER (KWEJIAN TALENT)

REQUIREMENTS: Kwejian, or gamemaster's permission

"Never return from a hunt without enough bait for the carrion reaver" is an old Kwejian saying, cautioning hunters against greed or recklessness that might lead other trouble—such as predators—back to a community. At the end of a scene, you may spend up to 3 Momentum from the group pool to remove the same number of Threat points, as you watch out for potential perils and take precautions against them.

.:NATURAL BOND (KWEJIAN TALENT)

REQUIREMENTS: Kwejian, or gamemaster's permission, **Empathy** talent

Your connection to the natural world is deep and powerful. You may attempt to influence the behavior and actions of animals with your empathic abilities, projecting emotions into them with a **Presence + Command** task roll; the Difficulty is determined by the gamemaster, based on how complex an influence you wish to have, and how cooperative the creature is. You may also attempt to influence plants in a similar way, stimulating particular behaviors and autonomic responses in them.

(page 155 of the core rulebook). Further, whenever you attempt a task to intuit or understand the nature or behavior of an alien life-form, you may reroll 1d20.

KWEJIAN NAMES: Kwejians tend to have only a single name; their relatively small population has never required much in the way of differentiation with family names. Many names are passed down over successive generations.

- **SAMPLE NAMES:** Kyheem, Leto, Tareckx

▷ KWEJIAN COMPLICATIONS

Even though the Kwejian are capable of influencing and understanding plants and animals within a system they're familiar with, this ability is not always perfect and can have adverse effects if a complication is rolled. Use the following table for generating the effects a complication might have.

.:RANDOM KWEJIAN COMPLICATIONS

D20	COMPLICATION
1–2	The Kwejian character suffers a Stun 3 Injury.
3–4	The Kwejian character's consciousness is swapped with the animal or plant they are trying to read.
5–6	The organism being read lashes out at the Kwejian character and their party.
7–8	The psychic bond between the character and the organism last for as long as the complication lasts, not allowing the Kwejian to read any other organisms.
9–10	After the reading, the character begins speaking in a nonsense language.
11–12	The organism being read becomes sentient and is angry at the Kwejian character.
13–14	The Kwejian character gains the **Slurred Speech** trait.
15–16	The organism suffers a Deadly 3 Injury with the Piercing 2 quality.
17–18	When the Kwejian character is not connected to the organism, the Kewjian suffers a Stun 3 Injury every hour they aren't connected.
19–20	The organism being read attempts to follow the Kwejian character everywhere they go.

KZINTI

Kzinti (singular, Kzin) are humanoid felines who typically have orange fur and yellow eyes. With sharp fangs and claws along with ears that resemble the structure of bat wings, Kzinti are amazing hunters and obligate carnivores who regard omnivorous and herbivorous species with disdain. A species with a highly aggressive culture, the Kzinti have waged numerous border wars with neighboring cultures for centuries, including Earth in the decades before the Federation. These conflicts ended with the Treaty of Sirius, forcing the Kzinti Patriarchy to demilitarize aside from limited peacekeeping and law enforcement vessels, though Kzinti privateers remained a problem for centuries after.

The Kzinti largely isolated themselves from the wider Galaxy, but suffered greatly during the Dominion War. With no other options, the Kzinti signed additional treaties with their former enemies, destabilizing their government and causing serious shifts in their culture. This time of societal upheaval also included a female rights movement where their women were no longer thought of as "dumb animals" and began to attain both political and military positions, and a small number of Kzinti have even been seen in the Federation and Klingon Defense Forces. Nevertheless, Kzinti aggression and privateering continue to be a threat to Federation worlds to the end of the 24th century.

EXAMPLE CHARACTER: *Ensign Taylor* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- Plant-eaters do not deserve my respect
- If you wound me but do not kill me, expect retaliation
- Once you smell blood, you finish the job
- I need to make a name for myself

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Kzinti. Kzinti physiology is honed towards making them exceptional predators, and they are tall, powerfully-built beings with multiple hearts, providing them with exceptional endurance during times of stress. As obligate carnivores, they cannot digest plant matter, and it can make them sick. Kzinti possess superior hearing and balance compared to many other species, and a small percentage of their population have limited telepathic capabilities.

FELINE PREDATOR (SPECIES ABILITY): You have retractable claws on your fingertips, useful for hunting. Due to your claws, your unarmed attacks may inflict both Stun and Deadly Injuries. Further, your maximum Stress is increased by 2, and when you attempt a Fitness test, you may suffer 1 Stress to reroll 1d20.

KZINTI SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Kzinti character.

.:KZINTI TELEPATH (KZINTI TALENT)

REQUIREMENTS: Kzinti, or gamemaster's permission

You belong to the portion of Kzinti who have limited telepathic abilities. This functions as per the **Telepathy** talent (page 156 of the core rulebook), but each time you attempt to read the thoughts of another creature, you suffer 1 Stress. Further, when you attempt to read the mind of an enemy, they may suffer 2 Stress (or, for NPCs, spend 2 Threat) to force you out of their mind by concentrating on thoughts, imagery, and feelings which disgust you: commonly, this is the memory of eating fruits and vegetables, as these are inedible and unpalatable to Kzinti.

.:PREDATORY POSTURE (KZINTI TALENT)

REQUIREMENTS: Kzinti, or gamemaster's permission

Your size, fangs, and body language all contribute to an aura of danger and menace which you can wield as well as any weapon. You may adopt a predatory stance, hunched and looming menacingly over others, during any scene by adding 2 Threat. For the remainder of the scene, you may reroll 1d20 on any task roll to threaten, coerce, or intimidate others, and when you make a Deadly *Attack*, you reduce the amount you add to Threat to 0.

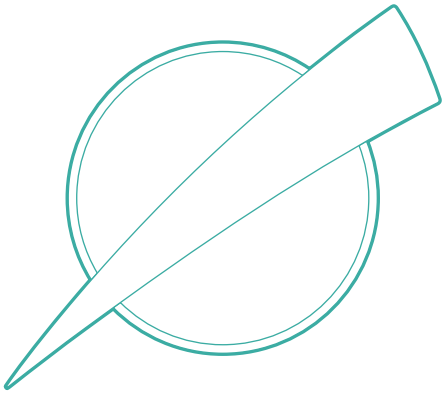
▷ ROLEPLAYING A PATRIARCHAL SOCIETY

One of the hidden challenges of playing a Kzinti character, especially in a Starfleet campaign, is the fact that the species comes from a patriarchal society where males are in charge of everything. While most attribute this to the times the Kzinti were introduced on screen, this society can also be extrapolated as an evolutionary holdover from feline pride structures on Kzint early in Kzinti evolution.

Should a player wish to play a Kzinti character, it is important to discuss this at a Session 0 along with determining what the character's standing is with the concept of females in positions of power. If any of the players in the group object to this position, it is best to suggest an alternate character concept that all players are on board with. During these discussions, it is important not to force someone to explain why they are objecting. Just know that they are uncomfortable with the concept and move on.

Even though the concept of a patriarchal society can be controversial, it is important to also consider how powerful stories challenging this notion can be. Perhaps the Kzinti character gains a newfound respect for women after one saves their life. This could set up challenging the character's values and can be strikingly poignant if the entire group is on board with telling the story.

KZINTI NAMES: Kzinti are not given a name at birth, and are referred to simply as their father's child until they reach maturity, at which point they will take their profession or vocation as their name. Throughout their lives, they seek to earn a name through their accomplishments, with minor accomplishments becoming a prefix in front of their profession-name. Especially distinguished Kzinti may earn several names. Single-named Kzinti are shown little respect. The rare Kzinti living among other cultures tend to take a common name in the language of one of the cultures they dwell among.



LANTHANITE

Lanthanites are a species who are almost indistinguishable from Humans in every way except one: they appear to be immortal. The origin of the Lanthanite species is unknown, but a group of them are known to have dwelled on Earth for several thousand years, leading some to speculate that they may be an ancient offshoot of humanity who age far more slowly (or who simply do not age beyond a certain point), but this is unconfirmed. They had managed to move among Humans undetected until the 22nd century, and there is little idea of how many live on Earth, as not all have been forthcoming about their nature.

As a consequence of their longevity, Lanthanites tend to accumulate quirks about their behavior. Several known Lanthanites demonstrate a strange accent influenced by numerous ancient cultures and dialects over millennia. Some tend to travel light while others are packrats, both often a response to living lives where even the most stable civilization feels temporary. Many hold on to habits and customs from favorite eras of history. They also tend to have idiosyncratic views on the history they lived through.

EXAMPLE CHARACTER: *Pelia* (Strange New Worlds)

SPECIES DETAILS

SAMPLE VALUES:

- Boredom is the worst part of living almost forever
- Sooner or later, everything ends; so enjoy it now
- I keep mementos of my past, and I'm always looking for the next one
- Cherish those who walk through life with you, no matter how briefly

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: Lanthanite. Lanthanites are physically almost identical to a Human, though with a lifespan of several thousand years or more. Many were able to live among Humans for millennia, remaining undetected on Earth until the 22nd century.

During lifepath character creation, Lanthanite characters always select the **Veteran** option at **Step Five**.

LIVED NEARLY FOREVER (SPECIES ABILITY): You've lived a very long time, and learned a lot. Up to twice per adventure, you may declare you have an experience or expertise in a particular field; you gain an additional focus when you do this, which remains for the rest of the adventure.

LANTHANITE NAMES: Lanthanites are as eclectic with their names as they are with other aspects of their lives. Some maintain a singular name and identity for centuries or more, while others may adopt new names and periodically relocate to retain their anonymity.

LANTHANITE SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Lathanite character.

.: ANCIENT EXPERTISE (LANTHANITE TALENT)

REQUIREMENTS: Lanthanite, or gamemaster's permission

While all Lanthanites pick up a lot of eclectic knowledge over their long lives, some devote themselves to mastering some of that knowledge. Select one department with a rating of 4 or 5. Whenever you attempt a task roll using that department but do not have an applicable focus, you may spend 1 Momentum to count as having an applicable focus for that task roll.

.: ESOTERIC EXPERIENCES (LANTHANITE TALENT)

REQUIREMENTS: Lanthanite, or gamemaster's permission

You'd be surprised at the weird things someone learns over a couple of millennia of life. When you attempt a task roll which uses any department with a rating of 1 or 2, you may add 2 Threat to pick a different department and any one focus you possess and explain how that unlikely combination actually applies to the current situation. If the gamemaster is convinced, you may use that department and focus.

▷ THE LANTHANITE'S COLLECTION

Because they've lived so long, many Lanthanites tend to accrue a collection of trinkets and objects from experiences they wish to remember. If you are at need of a random trinket or object, roll on the table to the right.

.: RANDOM TRINKETS OR OBJECTS

D20	TRINKET OR OBJECT
1	A tooth from a saber-tooth cat
2	A box of tea labeled East India Tea Company
3	A red winter hat found in the woods near Carbon Creek
4	A tomahawk used in the Battle of Little Bighorn
5	A cassette tape player with broken headphones
6	An unused ticket to game 3 of the 1989 World Series
7	A San Francisco Aquarium sweatshirt
8	A golden plate with spiritual statements inscribed into it
9	A bin of plastic army figures in varying color
10	A modified model of a DaVinci ornithopter that flies
11	A bath towel with the word *Titanic* embroidered into it
12	A set of handcuffs used by Harry Houdini
13	A security badge with the word *Alcatraz* etched into it
14	A small vial of radioactive dust
15	A packet of twenty dollar bills whose serial numbers match the bills given to D.B. Cooper
16	A fist-sized volcanic cinder from Mount Vesuvius
17	A mission patch from the final *U.S.S. Challenger* space shuttle mission
18	A watch that displays bio-signs in addition to the time
19	An original manuscript of *MacBeth*
20	A tall, black top hat made by J.Y. Davies in 1865

LIBERATED BORG

The horror of the Borg are the drones, sapient beings who have been assimilated: subjugated by advanced technology into the service of the singular will of the Collective. Countless trillions of people—in some cases entire civilizations—have been enslaved by the Borg in this manner, their individual will, sense of self, and their identity suppressed by cybernetic implants and neurochemical conditioning. Once brought into the Collective, these drones are merely an extension of the whole, visiting that same horror upon any unfortunate enough to cross paths with the Borg.

But over the latter decades of the 24th century, an increasing number of former Borg Drones have been liberated from the Collective. Some escaped by chance, separated from the hive mind by an accident. Others were rescued. More still gained independence during the Unimatrix Zero incident, or found the Collective's control slipping as it began to suffer defeats. These liberated Borg—also known as **Ex-Borg**, or **XBs**—often have a long and painful recovery ahead of them, and they may never fully recover what was taken from them. Some seek to reclaim their original identities, while others are so far removed from who they once were that they must learn how to be individuals all over again.

> ***EXAMPLE CHARACTERS:*** *Jean-Luc Picard* (The Next Generation)*, Seven of Nine* (Voyager)*, Hugh* (The Next Generation, Picard)

SPECIES DETAILS

SAMPLE VALUES:

- What does it mean to be an individual?
- I aspire to perfection on my own terms
- Resistance is imperative
- My crew is my collective

ATTRIBUTES: +1 Control, +1 Fitness, +1 Reason

TRAIT: Borg. Due to extensive cybernetic, biochemical, and nanotechnological enhancement, Borg are resistant to adverse environmental conditions such as heat, cold, toxins, ionizing radiation, and even vacuum, though this lessens for liberated Borg who have had some of their implants removed. Even those freed are susceptible to influence from the Collective, and their implants can result in health or psychological problems if they malfunction. Borg must periodically undergo a regeneration cycle to recharge their implants and keep them functioning properly.

All Liberated Borg characters are mixed heritage (Core Rulebook, page 99), and should select one (or more) other species: this represents what species (or mix of species) the character was before they were assimilated.

BORG IMPLANTS (SPECIES ABILITY): You are a **Cyborg**, and may select cybernetic talents. Further, you may select one, two, or three of the Borg implants from the sidebar on the next page. Medicine tasks performed on you increase their Difficulty by the number of implants you have chosen, as does the complication range of any tasks related to social interaction. You may remove an implant when you receive a milestone, in addition to any other changes you make to your character.

LIBERATED BORG SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Liberated Borg character.

.: COLLECTIVE INSIGHTS (LIBERATED BORG TALENT)

REQUIREMENTS: Borg, or gamemaster's permission

You still have extensive knowledge from your time in the Borg Collective, though your knowledge may be accompanied by horrific memories of your experiences as a drone. Once per session, when you attempt a task, you may suffer 1 Stress to gain one additional focus of your choice for the remainder of the current session. The focus should reflect some knowledge that the Borg Collective would have assimilated, and thus should not be any subject which the Borg would deem irrelevant.

.: THE PURSUIT OF PERFECTION (LIBERATED BORG TALENT)

REQUIREMENTS: Borg, or gamemaster's permission

While you are free from the Collective, some aspects of Borg existence still resonate with you; the pursuit of perfection is worthy, but only your own terms. When you make a task roll, you may suffer 1 Stress to reroll any die which would cause a complication. You may do this on as many dice as you like on each task roll.

▷ BORG IMPLANTS

More than any other culture, the Borg are as much machine as they are organic, and drones come with a staggering amount of cybernetics to improve their efficiency. Borg drones have unique functions within the Collective, and as such, their implants vary considerably. The effects described below represent the diminished effects of those implants when separated from the Collective.

- **ADAPTIVE SHIELDING:** Each time you are hit by an attack with an energy weapon, before deciding to *Avoid Injury*, you may roll 1d20; if you roll equal to or under your Fitness, the attack is negated.
- **ASSIMILATION TUBULES** You have the assimilation tubules weapon, implanted within your arm. This is a one-handed Melee weapon inflicting Deadly Injuries with a Severity of 3, with the Debilitating and Intense qualities. Enemies defeated by assimilation tubules may become assimilated and become Borg Drones. If you have an Interlink Node, you may also use this weapon to directly interface with a computer, as per the Neural Interface talent (core rulebook, page 155).
- **BIOSYNTHETIC GLAND:** Whenever you attempt a task to resist or overcome a disease or toxin, you may suffer Stress equal to the task's Difficulty to automatically succeed.
- **CARDIOPULMONARY REINFORCEMENT:** Your maximum Stress is increased by 2. Further, you may reroll one d20 on any Fitness-based task related to endurance or stamina.
- **CORTICAL NODE:** You may suffer 2 Stress to avoid suffering any trait that represents an emotional state, and you have +1 Protection against Stun *Attacks*. However, if you become Fatigued, choose *two* attributes to shut down instead of one.
- **CRANIAL TRANSCEIVER:** You always have a communicator on your person, which is operated by mental command and cannot be removed from you. If you also have an Ocular Processor, you are able to perceive the subspace signals you can receive.
- **CYBERNETIC ARM (ENGINEERING):** Your arm has been replaced by a cybernetic implant which functions as an engineer's toolkit.
- **CYBERNETIC ARM (MEDICAL):** Your arm has been replaced by a cybernetic implant which functions as a medkit.
- **EXO-PLATING:** You have +1 Protection, and you are immune to ill effects and damage from exposure to hard vacuum or extremes of pressure.
- **INTERLINK NODE:** When Borg are present in a scene, you may add 1 Threat to ask a question as per *Obtain Information*, attempting to gain some knowledge from Borg communications.
- **OCULAR PROCESSOR:** You gain the trait **Multi-Spectral Vision**, representing your ability to see a wide visual spectrum and to scan the environment in a way comparable to a tricorder.

LURIAN

A race as well known for their fierce martial skills as they are for their artistic endeavors, the **Lurians** are a power whose homeworld is near the Alpha Quadrant side of the Bajoran wormhole. Though their world is controlled by the Royal Family of Luria, they are a frequent sight at outposts and trading posts, and their skill as navigators and warriors makes them prized members of any crew. With multiple hearts and two stomachs, they require large quantities of food and their religious custom dictates that attendees at a Lurian funeral should bring plenty of food and liquor to see the dead through their journey into the afterlife. Though some Lurians have become involved in criminal endeavors such as the Orion Syndicate, they prefer to make their own way, and it is not uncommon to see lone Lurians happily plying their way through space on another great adventure.

> ***EXAMPLE CHARACTERS:*** *Morn* (Deep Space Nine), *Grom* (Prodigy)

SPECIES DETAILS

SAMPLE VALUES:

- Bellies full of song and hearts full of glory
- Live life fully and unashamedly
- There is inspiration and fortune to be had among the stars
- A good story starts with a grand adventure

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: Lurian. Lurians are a passionate people, and never do anything by half measure. Whether it is by devoting themselves to the arts or by trying to become the greatest pilots in the Galaxy, the Lurians live with their emotions on their sleeves despite their normally impassive facial features. Lurians are always great thinkers and dreamers, and even though they may sometimes appear quiet, their minds are often on important matters and on formulating plans for their futures. They take great satisfaction in the sharing of ideas, opinions, and stories.

RESISTANT ANATOMY (SPECIES ABILITY): Lurians are known for having an extremely hardy constitution. Capable of taking a knife to one of their hearts and keep fighting, Lurians have evolved a physiology that rivals even the redundant anatomy of the Klingons. Lurians have Protection 1 against all attacks, which increases to 2 against Stun *Attacks*, and you may suffer 1 Stress to ignore any effects or traits caused by toxins, drugs, or poisons. Further, the first time in an adventure you're Defeated, you may immediately recover from being Defeated, though you still have whatever Injury caused you to become Defeated.

LURIAN NAMES: Examples include:

- **FEMININE NAMES:** Grom, Eltessa, Zyrionda
- **GENDER-NEUTRAL NAMES:** Gresh, Slurr
- **MASCULINE NAMES:** Morn, Lork

THE FOLLOWING TALENTS MAY BE TAKEN BY A Lurian character.

.:INTO THE BREACH (LURIAN TALENT)

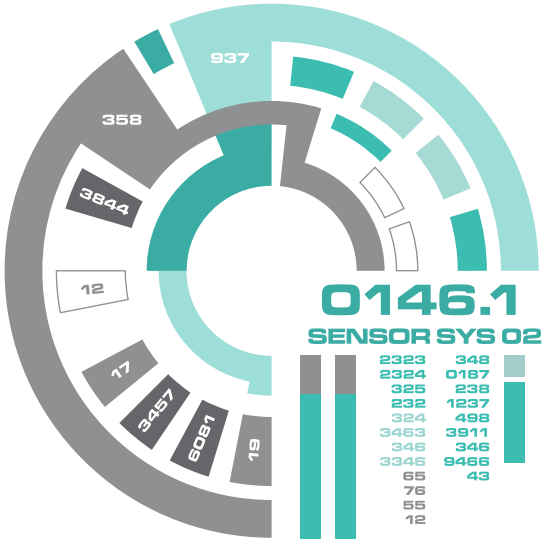
REQUIREMENTS: Lurian, or gamemaster's permission

Life is not worth living to a Lurian if there is not some risk involved. Always willing to dare greater than others, the Lurian finds that the real thrill lurks just beyond the edge of danger and that is what they should strive for even if their comrades do not. When you succeed at a task roll using Daring, you generate 1 bonus Momentum. Bonus Momentum cannot be saved.

.:PUT YOUR HEARTS INTO IT (LURIAN TALENT)

REQUIREMENTS: Lurian, or gamemaster's permission

There's no point in doing something unless you're going to give it your all. When you succeed on a task where you purchased three additional dice, you score 3 bonus Momentum. Bonus Momentum cannot be saved.



.:TEMPTATION

CONSTABLE'S LOG, SUPPLEMENTAL

What follows is a copy of the recording of a conversation between Constable Odo and Quark in regard to recent string of cake thefts from the level six staff mess room.

"You know Quark, there has been a recent string of thefts from the staff mess hall."

"And of course you come to me? Why would I steal food when I could replicate it myself?"

"Oh, I'm not accusing you, though I know your replicators are often offline. No, the report came from an engineer who claimed the person was quite tall, so that immediately ruled you out."

"Now you're playing the height card? Why don't you get to the point, Constable? I'm preparing for a couple of important guests who arrive this evening; they're big spenders at the Dabo table."

"The engineer provided a sketch of the perpetrator. Unfortunately, it was from behind, but I believe it to be Morn."

"Morn? Let me see that image."

"Here you go, Quark."

"Wait a minute, is that Betelgiusan Rootcake? Of course Morn took them all, he has said more than once that he uses his second stomach to store those cakes whenever he finds them so he can savor them for a longer time. He loves the stuff. Would you like me to have him regurgitate them for you, Constable?"

"I don't think that will be necessary."

"Okay, I'll talk with him, but I'd inform the mess to avoid making Betelgiusan Rootcake in the future. I worry for Morn's health."

MEDUSAN

Medusans are a telepathic non-corporeal species with similar drive to explore and understand the universe to many Federation cultures. Their minds and thought processes are considered by other telepathic species to have a sublime elegance and beauty, yet their appearance—an amorphous mass of coherent electromagnetic energy—is anathema to corporeal life, and looking upon a Medusan without protection causes a severe neurological disruption, resulting in madness and potentially even death (though some species demonstrate a limited resistance, and telepaths are more resistant in general to this effect).

In their natural state, Medusans gather together and telepathically bond into hive minds, but they are fully capable of leaving a hive mind to travel alone. Among corporeal life, Medusans tend to use a carrier pod or containment suit to travel, hiding their physical appearance; they dislike doing this, as it feels lonely and isolating to exist in this way. Medusans have a deep appreciation for beauty, which they express through a fascination for art—especially the art of other cultures—but also through a deep understanding of physics and mathematics so that they can better appreciate the natural beauty of the universe. Their incompatibility with corporeal species is the main thing that limits their exploration: Medusans are pacifistic, and do not wish to cause harm, but they're all too aware of how dangerous their presence is to others. Thus, few Medusans leave the safety and comfort of their hive minds to move alone among other people.

EXAMPLE CHARACTERS: *Kollos* (Star Trek), *Zero* (Prodigy)

SPECIES DETAILS

SAMPLE VALUES:

- The universe contains countless wonders waiting to be experienced
- I must balance my desire to explore with the harm my presence may do
- We are all bettered by learning from perspectives other than our own
- I care not for solitude or isolation

ATTRIBUTES: +1 Reason, +1 Insight, +1 Presence

TRAIT: Medusan. Medusans are non-corporeal beings composed of coherent electromagnetic energy. As incorporeal beings, they have no physical body, are genderless, do not age, and are immune to most biological hazards such as toxins, diseases, heat, cold, and suffocation. Medusans are potent telepaths, and can communicate by projecting their thoughts into the minds of other beings nearby. The electromagnetic form of a Medusan allows them to physically interact with objects in close proximity using magnetic fields, but it also emits wavelengths of EM radiation that can induce severe neurological disruption in corporeal beings who see them.

SUBLIME MIND, HIDEOUS FORM (SPECIES ABILITY): You have no physical form, but your mind is powerful indeed. You have the **Telepathy** and **Telepathic Projection** talents (both on page 156 of the core rulebook). However, corporeal beings who see

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MEDUSAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Medusan character.

.: CONTAINMENT SUIT (MEDUSAN TALENT)

REQUIREMENT: Medusan

You have replaced your containment pod with a fully mobile containment suit, which allows you to interact with corporeal beings without harming them. You gain a **Containment Suit** trait. Your suit has two arms and two legs, allowing you to move around and operate technology as a humanoid would, and it is sealed in such a way that others are not exposed to your form.

.: INTUITIVE NAVIGATOR (MEDUSAN TALENT)

REQUIREMENTS: Medusan, or gamemaster's permission

Medusans are noted for having refined interstellar navigation to a fine art; their electromagnetic forms allowing them to perceive and interact with space in ways that corporeal life cannot. When you attempt to plot a starship course, you may reduce the Difficulty of the task roll by 2, to a minimum of 0. If the Difficulty is reduced to 0, you also gain 2 bonus Momentum on a successful task. Bonus Momentum cannot be saved.

your form *immediately* suffer a Deadly 5 Injury with the Debilitating and Piercing qualities (intentionally exposing your form in order to do harm adds 1 Threat per creature that would be affected) unless they're wearing a protective visor. Telepathic species count the Severity of this injury to 3. Injuries you suffer represent disruptions to your electromagnetic matrix. When living among other species, you are assumed to dwell within a containment pod, which must be carried around by another character.

MEDUSAN NAMES: As an incorporeal, telepathic species, Medusans have no spoken or written language to communicate, and do not strictly need names to communicate within their customary hive minds. On the rare occasions when they travel among other species, Medusans adopt a name, or are given one by others to aid communication.

▷ GAZING UPON A MEDUSAN RANDOM EFFECT

If a character not adapted to do so accidentally gazes upon a Medusan, they may see different things or react in different ways as they fall towards madness. If a random effect is needed, roll on the table below.

.: RANDOM MEDUSAN EFFECTS

D20	EFFECT
1–2	The character sees sad and traumatic events from their past.
3–4	The character becomes enamored with gazing at the Medusan and cannot look away.
5–6	The character sees their worst fears converging upon them.
7–8	The character begins screaming in a high-pitched manner.
9–10	The character gains the **Confused 2** potent trait.
11–12	The character suffers a Deadly 6 Injury.
13–14	The character is bombarded by images of billions of alternate futures.
15–16	The character gains the **Color Blind** trait.
17–18	The character immediately moves away from the Medusan and will not move closer to for as long as the complication is in effect.
19–20	The character immediately becomes Fatigued.

NANOKIN

Nanokin are a rare example of a near-microscopic sapient species. They typically do not interact with the "behemoths," as they call humanoid creatures, as they exist on an entirely different scale, though they are known to scavenge materials and technology. They reproduce in extremely large numbers, with hundreds of thousands of hatchlings to each brood. Nanokin have extremely volatile emotions, which can cause them to act in erratic or eccentric ways by Human standards. Nanokin are a rare species where first contact was by operatives of Section 31 rather than Starfleet, though this was by accident, as a colony—mistakenly identified as some kind of biological infestation—of Nanokin was discovered on a derelict ship in the late 23rd century.

On the rare occasion they do need to interact with humanoid life, they do so by piloting android suits called **conveyances**. Conveyances, especially black-market ones, can be extremely lifelike, and they are difficult to discern as artificial. A Nanokin can depart from their conveyance in a near-microscopic backup vehicle able to fly short distances from the conveyance, leaving the conveyance to operate on autopilot while they range around. Given their small size, this backup vehicle can fit into extremely small spaces, including the inner workings of technology, and it is nearly impossible to spot without technological means.

EXAMPLE CHARACTER: *Fuzz* (Section 31)

SPECIES DETAILS

SAMPLE VALUES:

- Not all life is on the same scale as you
- Sometimes good things come in small packages
- Small things survive big events
- Living large, despite my size

ATTRIBUTES: +1 Daring, +1 Insight, +1 Presence

TRAIT: Nanokin. These creatures are extremely small, almost on the scale of microbes, and can only meaningfully interact with humanoid creatures via technology, such as their conveyances, communicators, and so forth. Their physiology is wildly different to that of humanoids, but it allows them—in appropriate craft—to circumvent most barriers or conceal themselves from any search.

Nanokin characters also have the trait **Conveyance**: a conveyance is a piloted android that allows a Nanokin to move among and interact with humanoid life. These all have the same capabilities as a normal Human or similar humanoid being, though they are technological rather than organic. A Nanokin can use a small craft (barely a few millimeters across) to exit its conveyance, leaving the conveyance on autopilot.

TINY BEING IN A LIFELIKE ANDROID (SPECIES ABILITY): While in your conveyance, you may act freely as if you were any other character. When you leave your conveyance, you cannot be seen with the naked eye,

NANOKIN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Nanokin character.

.: LIFELIKE CONVEYANCE (NANOKIN TALENT)

REQUIREMENTS: Nanokin, or gamemaster's permission

Your conveyance is especially realistic, and can pass as a natural member of whatever species it was constructed to resemble. Any attempt to discern that it is artificial requires a task with a Difficulty of 4, even with technological means (as the interior is shielded against sensors). When you take this talent, select a single species for the conveyance to resemble: the conveyance allows you to function as if you had all the physical capabilities of a member of that species. However, your mental faculties are unaffected, and if you behave in a manner unexpected for a typical member of that species, you may draw attention which causes people to scrutinize your conveyance further.

In addition, an improved autopilot means the conveyance can attempt tasks with a Difficulty of 1 or higher, though it cannot purchase additional d20s by itself.

.: INNER WORKINGS (NANOKIN TALENT)

REQUIREMENTS: Nanokin, or gamemaster's permission

You have a unique perspective on technology, from being *inside* that technology. When away from your conveyance, and able to access the inner workings of a device, you may reroll 1d20 on any Engineering task to operate, sabotage, repair, or alter that technology.

and attacks against you automatically fail. While away from your conveyance, it operates on autopilot, and it cannot attempt any action which requires a task roll with a Difficulty of 1 or higher.

NANOKIN NAMES: Nanokin names tend to be quirky and whimsical, often single syllables such as "Blip" or "Clip," or with plays on the names of diseases or microbes.

- **SAMPLE NAMES:** Blip, Clip, Cowpox, Crimean-Congo Hemorrhagic Fever, Grip, Influensina, Polio, Tonsillitis, Trip, Trip 2, Wisp

▷ CONVEYANCE COMPLICATIONS

Due to the complex technology needed for a Nanokin's conveyance, complications with the synthetic body frequently arise. Whenever a Nanokin rolls a complication, it is possible that something happens to their conveyance. To generate a random complication, roll on the table below.

.: RANDOM CONVEYANCE COMPLICATIONS

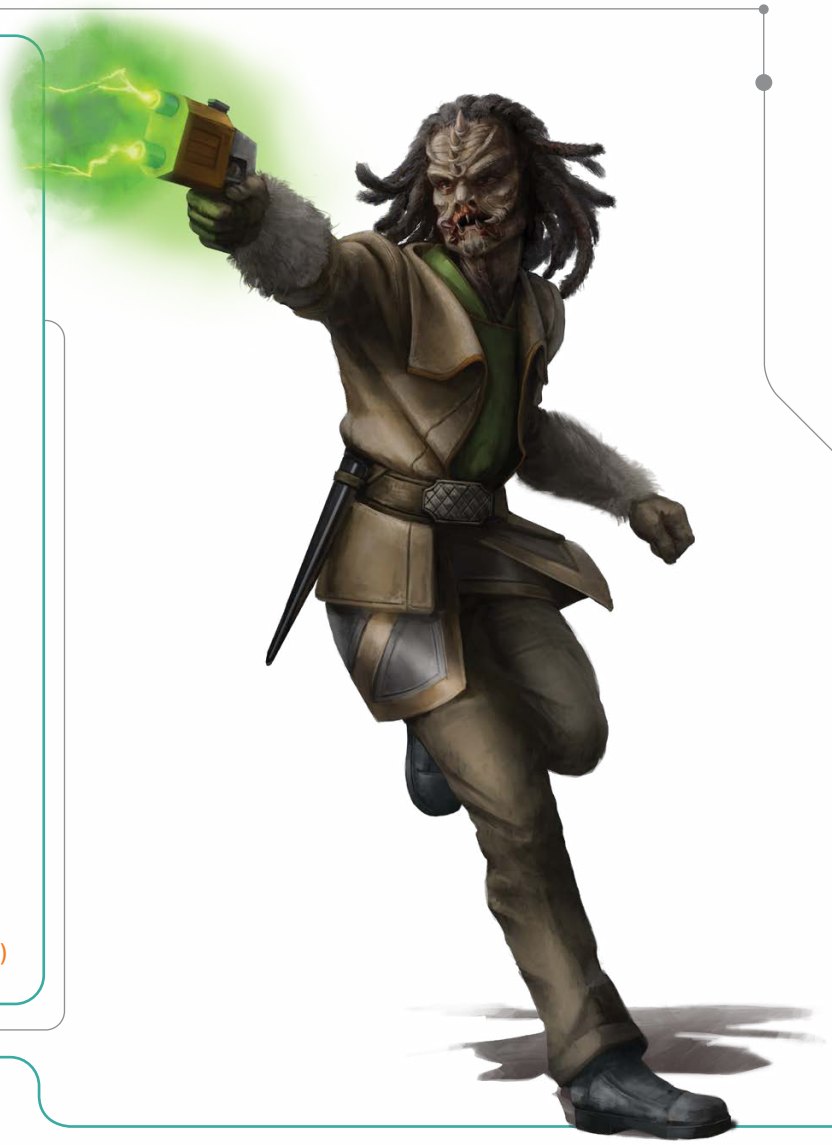
D20	COMPLICATION
1–2	The conveyance's speech becomes slurred.
3–4	The conveyance's skin turns faded and grey.
5–6	The conveyance gains the **Blind** trait.
7–8	The conveyance's hair starts to fall out.
9–10	The conveyance gains the **Slowed** trait.
11–12	The conveyance gains the **Deafened** trait.
13–14	The conveyance begins moving in a jerky fashion.
15–16	The conveyance no longer emits a biosignature.
17–18	The Nanokin is accidentally transported out of their conveyance.
19–20	The internal temperature of the conveyance increases to dangerous levels.

NAUSICAAN

Nausicaans are a belligerent species native to the Beta Quadrant world of Nausicaa, and with territories spreading into the Alpha Quadrant. Nausicaan civilization has a long and storied history, whose ancestors had access to advanced technology, but by the 22nd century, they were mainly known as pirates and mercenaries, with little or no stable central government: indeed, Vulcan High Command regarded the Nausicaan government as being "in a state of constant transition." Little has changed since.

The Nausicaans themselves are tall, powerfully built humanoids with prominent bony ridges across their faces, with sharp tusks framing their mouths. Some also have rows of small horns running along their cranial ridges. Their culture tends towards anarchy, with the only consistent social structures being extended family groups dominated by the strongest and most domineering family members. Nausicaans believe that the strong should prosper and those weaker survive by doing as the strong command. Interactions with others tend to involve a lot of bragging, one-upmanship, and bravado, which can turn into "friendly" violence which seldom results in lasting injury.

EXAMPLE CHARACTERS: *Zon* (The Next Generation)



SPECIES DETAILS

SAMPLE VALUES:

- Do not back down from any challenge
- It's only cheating if you are foolish enough to be caught
- My strength gives me the right to make the rules
- Only the weak have need to fear pain

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Nausicaan. Nausicaans are a tall, very strong species hailing from Nausicaa. They are generally stronger than an average Human, and more direct in their thinking, preferring brute force over finesse and direct methods as opposed to subtlety. They have little patience for organized forms of government, though they will tolerate following a captain for as long as that captain earns their capricious loyalty. Nausicaans are somewhat resistant to pain and injury, and almost never back down from a challenge, especially when it involves games that carry the potential for serious bodily harm to themselves or their opponents.

BRUTE FORCE (SPECIES ABILITY): You are tall, strong, and have little patience for subtlety or nuance. When you attempt a melee attack or a Fitness-based task roll to break or force your way through an obstacle or other problem, you may reroll 1d20, and you score 1 bonus

NAUSICAAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Nausicaan character.

.:PACK HUNTER (NAUSICAAN TALENT)

REQUIREMENTS: Nausicaan, or gamemaster's permission

There is strength in being able to command others to crush your foes. When you or an ally attacks an enemy who has already been attacked by you or an ally during this current round, the attacker may reroll 1d20 in their dice pool.

.:LET NO CHALLENGE STAND (NAUSICAAN TALENT)

REQUIREMENTS: Nausicaan, or gamemaster's permission

Your pride cannot allow a challenge to go unmet. When you attempt a task to intimidate or attack a character who has intimidated or attacked you previously in the current scene, the first bonus die you purchase is free. While an enemy is present in an action scene who has attempted to threaten or attack you, you must add 1 Threat at the end of each of your turns where you do not attempt to retaliate against them.

Momentum if the task succeeds. Bonus Momentum cannot be saved. You have +1 Protection against Stun *Attacks*.

NAUSICAAN NAMES: Nausicaans tend towards short, guttural names, normally with one or two syllables (though exceptions exist). They tend not to have surnames: while family groups are important to Nausicaans, that family identity is fluid and driven mainly by whoever is strongest rather than by a specific elder figure or sense of tradition.

- **SAMPLE NAMES:** Franti, Ghlarig, Kajek, Krozh, Savonigar, Trenigar, Urotoxa, Zon

.:A PRESENTATION TO THE VULCAN SCIENCE ACADEMY ON NAUSICAAN ARCHAEOLOGY PRACTICES

DR. SOBEK, HEAD OF ARCHAEOLOGY AND ANTHROPOLOGY, 2272

With the discovery of the ancient Nausicaan script etched into the bosium temporal device by the Orions, I invested many hours of rigorous research into the species and their archaeological strategies and techniques. I was also able to inspect the device to collect scans of the writing and to inspect the atmospheric degradation of the device.

The data collected seems to reveal another script that the Nausicaan symbols were etched over. This observation speaks to the fact that Nausicaans have been interested in Archaeology for many years, and it also reveals the potential danger the Nausicaans could have on galactic history.

The Nausicaans are indeed passionate about history, it would seem, but in a much different way than a majority of the United Federation of Planets. In fact, as the report before you states, the Nausicaan Archaeological Commission encourages its scientists to explore historical objects not through preservation, but through experimentation by using the objects as they were intended.

On two separate occasions on record, this experimentation has caused potential danger to the Galaxy. First, by reactivating the bosium temporal device all those years ago, two members of Starfleet were brought back in time causing several potential paradoxes. Second, the Nausicaan known as Urotoxa experimented with a device she found that generated trimetric fractures, exposing the Galaxy to dangers from higher dimensions.

With this information, I suggest that the Vulcan Science Academy takes a stand against the Nausicaan's dangerous archaeological practices and puts forth a recommendation to the United Federation of Planets to end all archaeological collaborations with the Nausicaans until such a time that the impact of their practices can be further studied.

OCAMPA

An oddity for humanoid species, the **Ocampa** are an extremely short-lived people. For nearly all of Ocampan history, they have been under the protective watch of the Caretaker—a member of an extremely powerful extra-galactic civilization. At some point in the distant past, the Caretaker was responsible for rendering the Ocampan homeworld nearly uninhabitable. To attempt to atone for this act, the Caretaker then spent the following centuries ensuring the Ocampan people had everything they could need. This relationship continued until the Caretaker's death—and as a final act, the powerful being provided the Ocampans with sufficient energy reserves to hold out for another several years at best.

While, physically, they are nearly identical to Humans, Ocampan physiology is radically different. The Ocampa only live to be roughly 10 standard years old—though this can be extended significantly through advanced medical technologies. Much like insects, Ocampa development proceeds through a series of stages: alternating periods of stability and rapid aging. Newborn Ocampans remain in a childlike stage for a brief year before rapidly aging and growing into pseudo-adulthood. Following this, they remain in this stage for another few years before reaching sexual maturity, a stage that lasts only a few months before fading. After this, Ocampans gradually continue to age through their adulthood before undergoing one final rapid development stage that marks their twilight. Once this occurs, Ocampa can expect to live for no more than a year or two before expiring.

Interestingly, Ocampa possess powerful, latent telepathic abilities that appear to have become long since dormant. If allowed, or nurtured, into development, these abilities range from simple forms of empathy and telepathy to more powerful and advanced forms of precognition and even telekinesis. The full range and capability of these talents has yet to be fully determined.

EXAMPLE CHARACTER: *Kes* (Voyager)

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Ocampa. Ocampa development is more closely akin to that of insects than to Humans. Long-time support, provided by the enigmatic Caretaker, has left the species in somewhat of a socially stunted state, and their society has since become entirely dependent upon the services the Caretaker provided. When separated from this welfare state, Ocampa are curious and studious learners, voraciously devouring information with incredible speed. They are capable of truly astounding psychic feats, though few develop these abilities.

DETAILS

SAMPLE VALUES:

- See all that life has to offer
- Optimism, not naiveté
- Life is short, do not waste it
- Do not be afraid to explore your full potential

EXTRAORDINARY MIND (SPECIES ABILITY): Your mind can assimilate new information swiftly, allowing you to gain knowledge and understand techniques quickly. The first time each scene that you *Obtain Information* after succeeding at a task roll which used

MORILOGIUM

The shortened lifespan and rapid development of the Ocampa challenge players to role-play a species who live life with intense curiosity alongside a deep understanding of the finite nature of existence. For gamemasters and players, this unique existence makes pre-planning during the Session 0 especially critical, not just to establish the duration of the character's life but also how—or if—their death might be played out in the game. Ocampa players might also outline the sort of narrative character arcs they want to explore with the group, such as how the character relates to their longer-living crewmates and the sort of complications arising from romance, marriage, and family.

Other players might be encouraged to explore how their characters might bond with, but also find dramatic conflict with, Ocampa characters around themes of time, duty, or consequence. Furthermore, gamemasters might consider adjusting the character development mechanics to reflect an accelerated life by allowing Ocampa characters to reach a value-tied milestone after only one adventure and complete a character arc after two. Theses variations might better reflect how a lifetime of wonder and scarcity both challenge and change the character's values with more frequency.

one of your focuses, that use of *Obtain Information* is free. In addition, you may purchase talents from the Esoteric Talents list on page 155 of the core rulebook.

OCAMPA NAMES: Ocampa tend towards one to three syllable names that use l's, r's, and s's in consonant-vowel-consonant patterns. Due to their short lifespans and small population, Ocampa no longer need secondary names to denote lineage or family. As twins and triplets are fairly common, siblings often have similar-sounding names.

- **FEMININE NAMES:** Lesa, Morana, Ulona, Pala, Bella, Terres, Klaes, Rayal, Olona, Nahal
- **MASCULINE NAMES:** Ferel, Benil, Lorlaren, Dagis, Nornan, Foren, Jerden, Dulon, Kelonal, Keggis
- **NEUTRAL NAMES:** Kelis, Das, Terel, Kalen, Talas, Fergas, Voralis, Retis, Nodas, Jonarel

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Ocampan character.

.:FRESH PERSPECTIVE (OCAMPA TALENT)

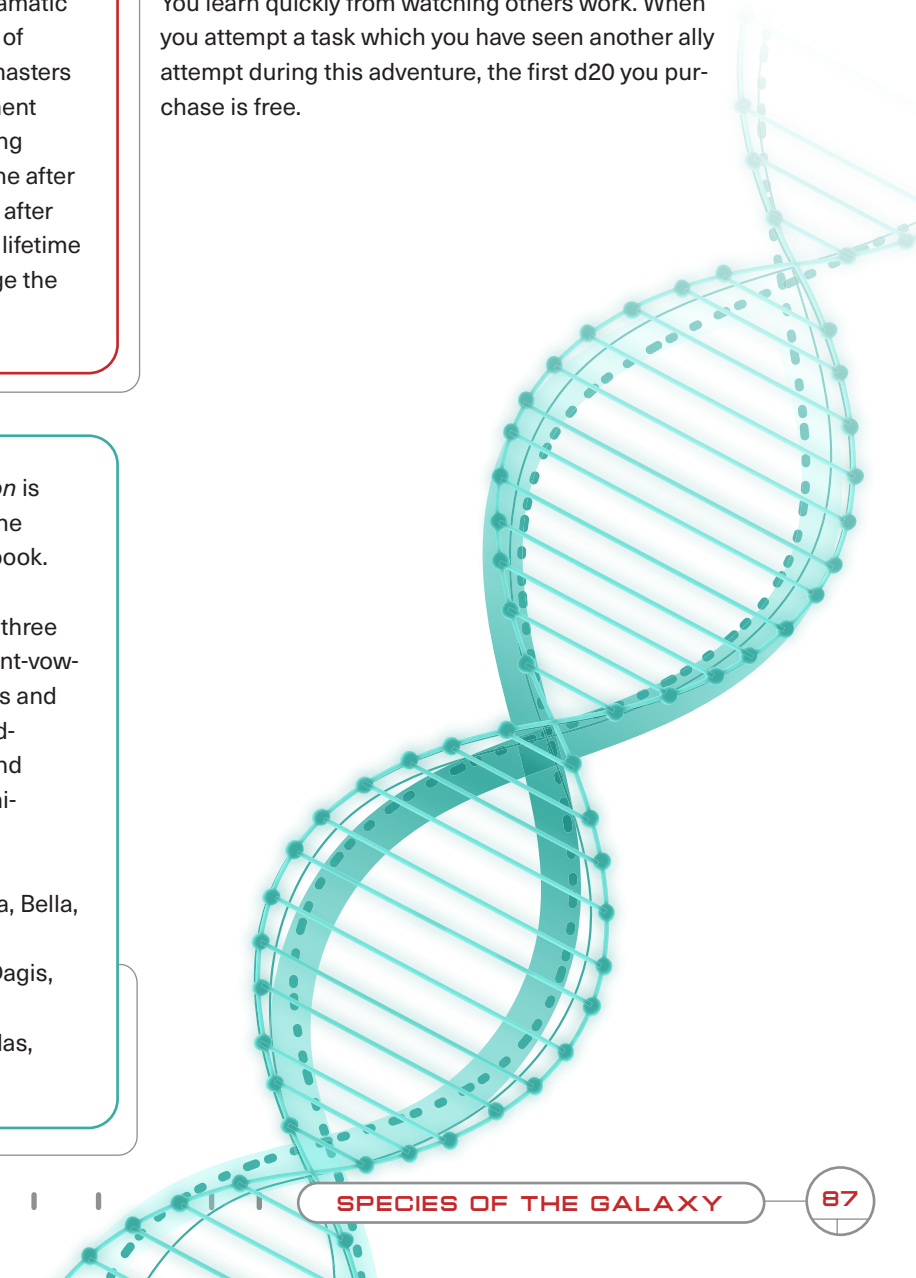
REQUIREMENTS: Ocampa, or gamemaster's permission

Your species' unique life cycle gives you a distinct perspective that more jaded minds may overlook. Whenever an ally fails a task roll using a focus which you also share, you may add 1 Threat to create a trait which represents the benefits of your perspective.

.:QUICK LEARNER (OCAMPA TALENT)

REQUIREMENTS: Ocampa, or gamemaster's permission

You learn quickly from watching others work. When you attempt a task which you have seen another ally attempt during this adventure, the first d20 you purchase is free.



ORION, BLUE

A relatively rare, blue-skinned subset of Orions, **Blue Orions** (who pronounce their species' name as *Or-ee-on*) represent a minority among the Orion people, largely represented in the Orion Syndicate by House Azure. Unlike the majority green Orions, Blue Orions have a more patriarchal culture, and are generally more uniform and conformist in their behavior. They're often mocked and derided by the majority Orion culture.

EXAMPLE CHARACTER: *K'Levin* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- Piracy is our tradition, and should be respected
- Disrespect us at your peril
- House Azure together against the Galaxy
- I will grasp any opportunity to elevate myself and my House

ATTRIBUTES: +1 Control, +1 Fitness, +1 Presence

TRAIT: Blue Orion. Blue Orions are very similar to the majority of the Orion species, and the largest physical difference is their skin pigmentation. The other differences between the green Orion majority and the Blue Orions are cultural, with the Blue Orions cleaving more strongly to traditions and a narrower definition of "acceptable" pirate behaviors. They are commonly disrespected by other Orions, and have a strong sense of solidarity.

You also have the **Orion** trait (core rulebook, page 109).

HONOR AMONG THIEVES (SPECIES ABILITY): When an ally attempts to lie, cheat, or steal from an enemy, you may spend 1 Momentum (Immediate) to assist that task roll automatically, by providing a lookout, or distracting the enemy, or otherwise trying to give your ally a better opportunity. Your assistance does not require you to take an action or prevent you doing anything else: you're accustomed to covering your allies' illicit ventures out of habit and reflex.

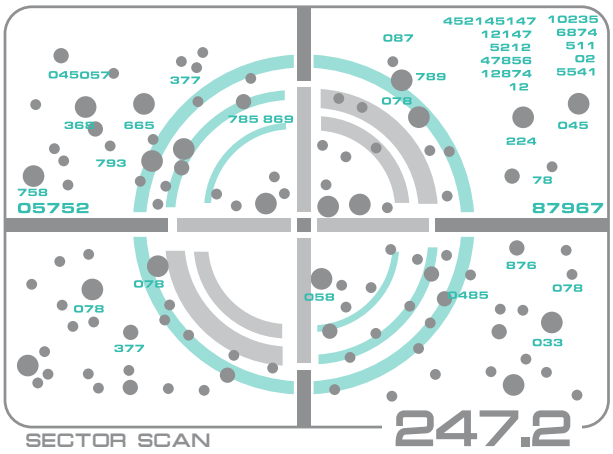
BLUE ORION SPECIES AND CULTURE TALENTS

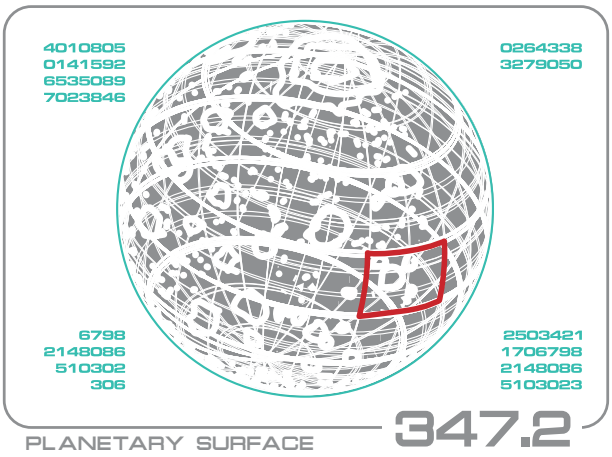
THE FOLLOWING TALENTS MAY BE TAKEN BY A BLUE Orion character.

.:PIRATICAL UNDERSTANDING (ORION TALENT)

REQUIREMENTS: Blue Orion, or gamemaster's permission

You're well-versed in many traditions, techniques, and tactics of Orion pirates, and you can both utilize and defend against these methods. When attempting to bypass a lock or other security measure, you may reroll 1d20, and you may ignore complications rolled by spending 1 Momentum (Repeatable). In addition, you own an Orion Multikey (core rulebook, page 247), which counts as standard issue for you.





.:TRUE BLUE (BLUE ORION TALENT)

REQUIREMENTS: Blue Orion, or gamemaster's permission

You stand with your allies above all else. When you notice an ally become Defeated, add 1 to the group's Momentum pool, as your ally's fall motivates you to work harder so you don't fail them.

▷ INFINITE DIVERSITY, INFINITE COMBINATIONS

Although the physical differences between the Blue Orions and their parent race are obvious, this isn't always the case. In exploring sub-species of established races, players are encouraged to go below the surface. For example, philosophical or ideological differences reflected in talents or values can make for a compelling sub-species. For example, the V'tosh ka'tur are visually indistinguishable from other Vulcans, yet their core tenet of embracing emotions might make them a viable sub-species. Differences in Environment or Upbringing could also be the basis for diversity within a species. Imagine a House of post-Dominion War Betazoids who reject their culture's passivity in favour of aggressive telepathy and intrusive empathy and sparking the emergence of a provocative and, perhaps, dangerous sub-species.

Alternatively, groups might simply want to dig deeper into the physical and societal differences of a species to represent a wider array of divergence. For example, the uniformity of the Andorians could be broken up by creating four specific sub-species representing the Zhen, Shen, Chan, and Thaan genders. Finally, gamemasters can support subspecies characters by crafting plot arcs that reflect intra-species differences, and story hooks tied to issues around identity, lineage, and acceptance.

OSNULLUS

The **Osnullus** hail from a homeworld that has only recently begun to shed their caste-based society. Once beholden biologically to queens who governed their individual colonies, Osnullus evolved to a stage where they are more independent minded and are capable of breaking away from their colonies. Though some still prefer to cling to the castes of their births, the Osnullus have embraced independence and the concept of the individual.

Since joining Starfleet, the Osnullus can now be seen across the Alpha Quadrant where they embrace the close communities of their starships as new colonies for them to live in. Some species find the Osnullus method of eating to be disturbing, as their lack of mouths means they absorb their food through specialized feeding ports within their fingers.

EXAMPLE CHARACTER: *Rahma* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- I am as strong apart as I am with others
- I choose my place in the Galaxy, and my place is in this crew
- You can't tell, but this is my happy face
- I do what I must for my community

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Reason

TRAIT: Osnullus. The Osnullus exemplify being at peace with themselves and with others. They are able to notice changes in the behavior of their friends and crewmates while also being able to exist on their own. The Osnullus prize their independence and there is nothing more abhorrent to them than the subjugation of others against their will. They see working toward the same goal as something that others should strive for, but being coerced into doing so makes them want to rebel against it.

UNREADABLE FACE (SPECIES ABILITY): While Osnullus can look at each other's faces and tell what they are thinking, it is more difficult for other species to do so. This natural trait gives them an advantage when it comes to treachery and deceit. On any task to try to mislead or lie to a member of another species, the first bonus d20 is free.

OSNULLUS NAMES: Osnullus tend to have just a single name.

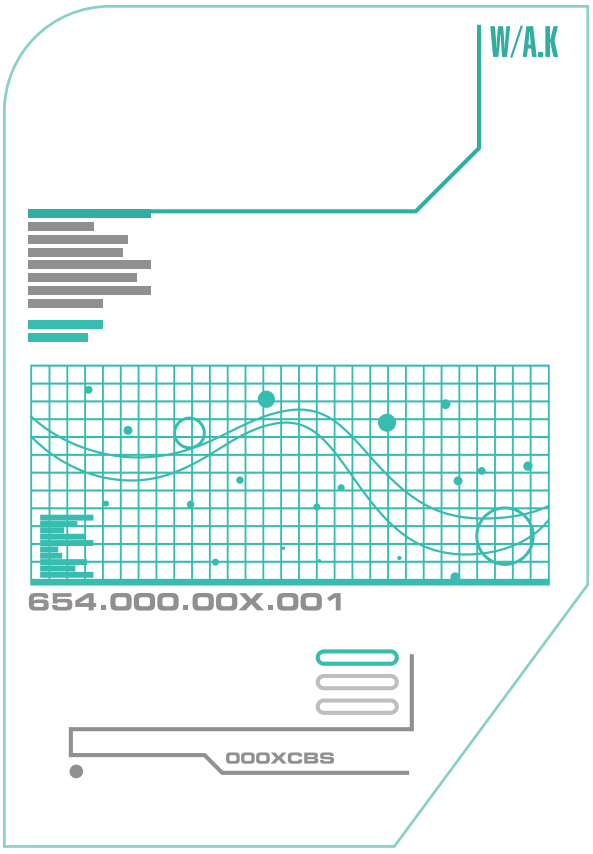
- **SAMPLE NAMES:** Aemmo, Hivfa, Rehma, Srwell

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Osnullus character.

.:BORN TO A TASK (OSNULLUS TALENT)

REQUIREMENTS: Osnullus, or gamemaster's permission

The Osnullus caste system is a relic from a bygone age, but it still affects the futures of many of their species. Some Osnullus are born with advanced reflexes for working in space, while others have a hardier carapace to assist them with construction. Over time, an Osnullus can shift their bodies slightly to assist with certain tasks. When this talent is chosen, you may pick a single department. Whenever you attempt a task using that department, you may suffer 1 Stress to reroll one of your d20s. You may change which department this talent affects when you gain a milestone.



.:PUSH TOWARDS A SINGLE GOAL (OSNULLUS TALENT)

REQUIREMENTS: Osnullus, or gamemaster's permission

When faced with a difficult challenge, you push yourself to support your comrades or your community. When you assist an ally, you may suffer 2 Stress to set your assistance die to a 1 instead of rolling. Each time after the first in a single mission that you use this talent, the Stress cost increases by 1.

.:OFFICIAL MEMORANDUM

STARDATE 44639.5

President Amitra,

After a year of careful analysis, this office has concluded that any effort by the Federation to integrate the Klingon Empire would meet with complete failure. At the root of our assessment is the Empire's stalwart devotion to their caste system. This is an impenetrable political and cultural identity, one which the Empire will not abandon for the sake of any collective benefits provided by Federation membership.

Caste systems uphold tradition as much as they reinforce power and influence. I know this first-hand. After first contact with the Federation, my people on Osnu Prime took almost a century to fully divest ourselves of the caste clusters that had shaped our evolution. Even then, it still affected our ability to efficiently collaborate with others. The primacy exerted by rival caste queens, and the instinct to serve by workers and warriors alike, was often at odds with the unified conduct we presented to the Federation.

I remind you, Madam President, that Federation allies need not be Federation members. Perhaps imposing membership on the unwilling is merely trading one caste system for another?

Respectfully,
Ishix, Chair, Strategic Cohesion Initiative

PAKLED

Pakleds are solidly built, bipedal humanoids with a robust physiology, characterized by a blunt, straightforward, even simplistic approach to life. Pakled culture places emphasis upon strength, directness, and overcoming any obstacles or challenges in their path, and they have little time for subtlety or nuance. While these attitudes have sometimes made the Pakleds the subject of ridicule, the Pakleds themselves seem impervious to shame, and will stop at nothing to achieve the respect—and if necessary, the fear—of anyone they encounter.

Pakleds tend to approach problems with a mixture of brute force and intuition, favoring instinct over logical reasoning. They've demonstrated an adeptness for adopting and combining the technologies of other cultures, often through intense trial and error. Pakleds have little fear of failure, and are willing to meet catastrophe time and time again if it eventually leads them to triumph.

> ***EXAMPLE CHARACTERS:*** *Grebnedlog* (The Next Generation)*, Rebner* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- Pakleds are strong!
- You think we are not smart. We are smart.
- I find what others have, and make myself strong
- I should have the biggest hat

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Pakled. Pakleds have an incredibly resilient physiology, allowing them to resist extremes of temperature or other inhospitable environments, and even endure exposure to hard vacuum for short periods of time with minimal consequences. They have a poor reputation among many other cultures, and are often underestimated.

STRAIGHTFORWARD (SPECIES ABILITY): A Pakled gains +1 Protection against Stun *Attacks*, and their Maximum Stress is equal to their Fitness +3.

PAKLED NAMES: Pakleds take short, aggressive names that represent their power.

- **SAMPLE NAMES:** Grunog, Trendur, Morgug, Rangorg, Dandinor, Frondog, Zelnabog

PAKLED SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Pakled character.

.:MAKE IT GO (PAKLED TALENT)

REQUIREMENTS: Pakled, or gamemaster's permission

You are smart, and can make things go when they won't go. When you attempt an Engineering task, you may reduce the Difficulty by 1, 2, or 3. If you do so, the complication range for that task increases by the same amount.

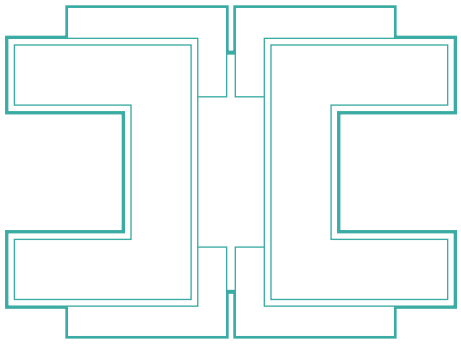
.:TOO STUBBORN TO DIE (PAKLED TALENT)

REQUIREMENTS: Pakled, or gamemaster's permission

You are strong, and they cannot kill you. When you take a Deadly Injury, roll 1d20: if you roll equal to or under your Fitness, that Injury counts as treated immediately, and you do not die from that Injury at the end of the scene.

▷ CLUMPSHIP COMPONENTS

Pakleds are known for acquiring technologies from a wide array of spacefaring species and somehow cobbling them together into workable machinery for their various styles of clumpships. Should your crew ever come across a Pakled clumpship and need to repair it or salvage its components, use the table opposite to determine what exotic component you find.



.:RANDOM CLUMPSHIP COMPONENTS

D20	COMPONENT
1	A 21st century Saurian subspace transceiver assembly
2	A 23rd century Starfleet Chambers coil
3	A Breen torpedo targeting system
4	A complete set of Dosi auto-sealing stembolts
5	A fifth century Talaxian anti-gravity generator
6	A pair of mismatched Bajoran solar sails
7	A portable Phylosian seed nursery
8	A prototype Gigerian cellular regeneration and entertainment chamber
9	A set of Chalnoth steam-actuated hammer-chimes
10	A Starfleet port-side Bussard ram-scoop cowling
11	A tachyon pulse emitter of an advanced and unknown design
12	A Terran agonizer booth
13	A vaporizer nozzle from a Risian climate controller
14	An early-generation Klingon cloak emitter
15	An Operations table from a Cardassian mining station
16	Six Cardassian force field pylons, two missing their emitter bulbs
17	The casing for a Romulan artificial quantum singularity reactor
18	The fuel injector matrix from a 22nd century Andorian warship
19	The secondary igniter from a Hirogen plasma cannon
20	Three kilograms of Promellian ablative hull plating

REMAN

Remans are a nocturnal species subjugated by the Romulan Star Empire, hailing from Romulus' twin world of Remus. Little is known about the Remans outside of the Romulan Empire, due mainly to the Romulans' secrecy, but some have speculated that they may be a mutant offshoot of early Romulan settlers, their genetics altered over generations by experimentation or contact with micro-organisms native to Remus. The truth is unknown. During the height of the Romulan Empire, Remans were enslaved and forced to toil in the dilithium mines of their homeworld. However, they were also regarded as great warriors, and select Remans often found employment as bodyguards for important Romulan figures, including senators, while others have been employed as expendable shock troops for boarding actions and ground assaults during wars against the Klingons and later, during the Dominion War.

The Remans attempted a coup against the Romulan government in 2379, which would have spilled out into a wider conflict against other Beta Quadrant powers had it not been stopped by Federation involvement. However, while the coup was put down, the Remans would not return quietly to a state of servitude, despite nearly two years of skirmishes and blockades between the Romulans and the Remans. Eventually, however, the Romulans were forced to concede to demands for Reman emancipation simply because of how vital mining on Remus was to Romulan interests. While they were still second-class citizens, the newly freed Remans began to spread across the Empire, some seeking to leave to try their luck outside the Romulan Star Empire, while others sought employment in the mining guilds, as mercenaries, or seeking glory in the military.

The threat of the Romulan supernova changed things considerably. Efforts to evacuate the Romulan system were made, but politics meant that Remans were lower priority for evacuation. When Federation aid for the evacuation disappeared, only those Remans who had already left their home system by themselves were spared, and Remans were pushed to the brink of extinction.

EXAMPLE CHARACTERS: *Vkruk* (Star Trek: Nemesis), *Obisek* (Star Trek Online)

SAMPLE VALUES:

- We shall no longer bow before anyone
- We have known hardship, and that gives us the strength to conquer
- We do not fear the dark, for it is our home
- Pain is no deterrent

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Reman. Remans are tall, powerfully built beings, stronger and more durable even than Romulans. Their nocturnal nature means that they cannot easily tolerate bright light. Some Remans have telepathic abilities, allowing them to read the minds of others and to project their thoughts to others, though using these powers effectively takes skill and training.

BORN TO THE DARK (SPECIES ABILITY): You are nocturnal and have keen night vision: you may ignore the effects of any trait relating to low light or darkness,

REMAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Reman character.

.:FAMILIAR WITH SUFFERING (REMAN TALENT)

REQUIREMENTS: Reman, or gamemaster's permission

The Reman people have suffered for centuries, and you are no stranger to hardship. Once per scene, when you suffer 1 or more Stress, reduce the amount of Stress you must suffer to 1.

but any penalties suffered from traits caused by bright light are increased as if those traits had +1 Potency. Your tolerance for extreme exertion means your maximum Stress is increased by 2. Finally, you may select the **Telepathy** and **Telepathic Projection** talents (both on page 156 of the core rulebook).

As subjects of the Romulan Star Empire, Remans may also purchase Romulan species talents.

REMAN NAMES: Reman names tend to be harsh and guttural, and Remans rarely have more than a single name, in part due to their status as enslaved peoples. Some Reman names draw from an ancient Reman language, some from the Romulan language, and others from a pidgin blend of Romulan and Reman.

- **SAMPLE NAMES:** Chagrith, E'Mek, Jianuk, Karatek, Lorix, Mekrikuk, Obisek, R'Vek, S'hanclado, Tenakruvek, Vkruk, Xiomek

.:SHOCK ASSAULT (REMAN TALENT)

REQUIREMENTS: Reman, or gamemaster's permission

You're well-versed in swift, decisive attacks that overwhelm enemies who are unprepared for your ferocity. When you make an attack against an enemy who has not yet taken a turn during this scene, or against an enemy who is hindered by a trait which does not hinder you, you may reroll 1d20 on your task roll, and the Severity of your attack (or, if in space combat, the Damage rating of the attack) is increased by 1.

▷ OPPRESSED LIFEPATH

For Reman players, the following additions to Step Two and Step Three in the Lifepath section of the core rulebook (pages 115–117) may be used to reflect a harsh life of subjugation from and rebellion against a powerful, oppressive force.

ENVIRONMENT

Characters should select either **Homeworld** or **Another Species World** to represent subjugation on their own world or as labor on a world belonging to their oppressors. Value selection should reflect the harshness of either environment.

UPBRINGING: HARDSHIP AND SUBJUGATION

The character grew up under the yolk of oppression. Though their people had proud traditions, they were under the control of others and either served a specific purpose or hungered for freedom from hardship.

- **ATTRIBUTES:** If the character Accepted this Upbringing, increase their Presence by 1 and their Control by 2. If the character Rebelled, increase their Fitness by 1 and their Daring by 2.
- **DEPARTMENTS, FOCUS, AND TALENTS:** The character adds one to either Command, Security, or Medicine. The character's focus should relate to their hardened existence, and the skills they learned to stay alive. Examples include Emergency Medicine, Endurance, Guerrilla Tactics, Stealth, Survival Training. The character also gains a single talent.

RIGELLIAN CHELON

Chelons—also called **Chelarians**—are a hardy, semi-aquatic species from Beta Rigel III, sharing their home solar system of Beta Rigel with **Rigellian Jelna**. They are descendants of saber-toothed turtles and, though bipedal, they have retained their ancestral beaks, claws, and hard shells. Chelons have only a single sex, and take on masculine or feminine gender roles temporarily at varying points in their lives, reproducing like most reptilians by laying eggs and fertilizing those eggs. Some traditionalists within Chelon society maintain a neutral gender, and refuse to take on male or female roles.

EXAMPLE CHARACTERS: *Simmerith* (Star Trek: Destiny *novels*), *Jetanien* (Star Trek: Vanguard *novels*)

SPECIES DETAILS

SAMPLE VALUES:

- Real power is in the service of others
- Violence is a thing of our past
- I am the role I take in society
- I do not wish to fight, but I will not back down if threatened

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Insight

TRAIT: Rigellian Chelon. The Chelon species retains many characteristics from its ancestral species, a type of saber-toothed turtle. They have beaks, and a strong (if clumsy) bite; some have trained to use this in close-quarters combat. During times of stress or physical combat, they also emit a deadly toxin through their skin. This can be used with their claws so that the toxin reaches an opponent's blood. They are skilled swimmers and prefer a warm, humid climate. They are also resistant to ultraviolet radiation and, to a lesser extent, other radioactivity. This is probably due to the shells that extend over much their bodies.

ATAVISTIC DEFENSES (SPECIES ABILITY): Your biology contains a number of physiological defense mechanisms inherited from your ancestral species. Your shell gives you Protection 1, and means you may ignore the negative effects of traits that represent dangerous radiation. Further, your beak and natural toxins mean that your unarmed attacks inflict Stun/Deadly 3 Injuries with the Debilitating quality.

RIGELLIAN CHELON NAMES: Examples include:

- **FEMININE NAMES:** Salka, Asklak, Dakla
- **MASCULINE NAMES:** Tkagha, Genn, Stelghen

RIGELLIAN CHELON SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Rigellian Chelon character.

.:DEFENSIVE POSTURE (RIGELLIAN CHELON TALENT)

REQUIREMENTS: Rigellian Chelon, or gamemaster's permission

You've learned to turn your dense shell to protect yourself and your allies during a difficult situation. The Protection you gain from your species ability is increased to 2. Further, up to one ally may take up a defensive position behind you, gaining the benefit of being in cover.

.:STRENGTH IN SERVICE (RIGELLIAN CHELON TALENT)

REQUIREMENTS: Rigellian Chelon, or gamemaster's permission

Chelons have a strong sense of community and in supporting the group, and take strength from the success of such actions. When you assist an ally on a task, you and the character you assist both recover 1 Stress. If that task is successful, you and the character you assisted recover 1 additional Stress, and any Momentum spent from that task to recover further Stress affects both you and the character you assisted.

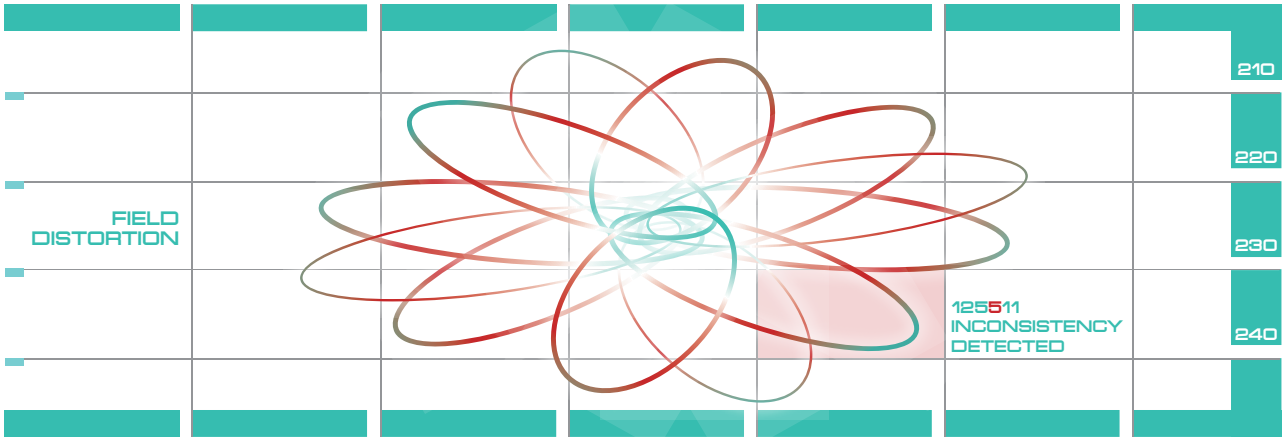
▷ RIGELLIANS

There are three Rigellian species, though they all act with a collective voice and have a single united government representing all three species within the Beta Rigel star system. The reptilian **Chelon** are native to Beta Rigel III, the **Jelna**, who are the most outgoing of the three, are from Beta Rigel V, and the **Zami**, a species believed to be an offshoot of Vulcans similar to the Romulans or the Debrune, settled Rigel IV. These worlds are also populated by significant expatriate populations of other species.

The worlds of the Beta Rigel system are members of the United Federation of Planets, and were allies of Earth during the 22nd century. They are represented in the Federation by the United Rigel Worlds and Colonies.

▷ RIGELLIAN VOULGE

For many Chelons, it is customary to carry a sacred touchstone linking them to their ancestral home world: an ornate, fearsome curved blade called the voulge. With its likely roots as a tribal tool on ancient Rigel III, the voulge is carried as a ceremonial symbol of strength and judgment. Nonetheless, when used by Chelons or those trained in its use, the voulge is a deadly weapon in combat. In game terms, the voulge is a Heavy Blade which has the added quality Cumbersome, owing to the bulkiness of the Chelon physique for which it is designed.



RIGELLIAN JELNA

The **Jelna** are natives of the Rigel system, coming from Beta Rigel V. A diligent and hard-working species, the Jelna were the first Rigellians to engage in space flight. Although they took to commerce and systemwide government quicker than the Chelon, the Jelna weren't aggressive, and they made sure there was democratic representation for all Rigellian species on the Governing Board and the Rigellian Trade Commission. The humanoid Jelnas have four sexes: exomale, endomale, exofemale, and endofemale. The exomales and exofemales—collectively the exosexes—contain an additional Z chromosome, and they outnumber the endosexes two to one. Exosexes are the more aggressive and hardy members of the species, while the endosexes—endomale and endofemale—tend to be more circumspect and subtle.

EXAMPLE CHARACTER: *Beljo Tweekle* (Lower Decks)

SAMPLE VALUES:

- For the prosperity of all
- The Galaxy gets a little more interesting with each new inhabitant we encounter
- The stars are filled with opportunities
- Our Galaxy is a better place when we make allies rather than enemies

ATTRIBUTES: +1 Fitness, +1 Presence, +1 Reason

TRAIT: Rigellian Jelna. The Jelna of Beta Rigel V evolved along similar lines to most humanoids, aside from their four sexes. The two endosexes—endomale and endofemale—are comparable to other humanoids, while the two exosexes—exomale and exofemale—possess a more robust physique and aggressive tendencies. Endosexes have exclusively gray skin and red eyes and are more suited to nurture and care; exosexes have a pale brown complexion.

DIVERGENT PHYSIOLOGY (SPECIES ABILITY): Your species' physiology diverges in more ways than most species do. When creating the character, choose **Endosex** or **Exosex**, and gain the appropriate trait. You gain the following ability:

- **ENDOSEX:** Whenever you attempt a task using Insight or Reason, the first d20 you purchase is free, and you gain 1 bonus Momentum on a successful task. Bonus Momentum cannot be saved.
- **EXOSEX:** Whenever you attempt a task using Daring or Fitness, the first d20 you purchase is free, and you gain 1 bonus Momentum on a successful task. Bonus Momentum cannot be saved.

RIGELLIAN JELNA NAMES: Examples include:

- **FEMININE NAMES:** Lahvon, Velkal
- **MASCULINE NAMES:** Jemer, Shalma
- **FAMILY NAMES:** Pahtel, Zhron

RIGELLIAN JELNA SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Rigellian Jelna character.

.:INDUSTRIOUS MIND (RIGELLIAN JELNA TALENT)

REQUIREMENTS: Rigellian Jelna, or gamemaster's permission

The Jelna are naturally enterprising and industrious and have an affinity for technological developments and industrial engineering. When you succeed at an Engineering or Science task relating to fixing or adapting technology, and spend 2 or more Momentum for any other purpose, you may use the *Create Trait* Momentum spend for free once on that task.

.:INQUISITIVE DRIVE (RIGELLIAN JELNA TALENT)

REQUIREMENTS: Rigellian Jelna, or gamemaster's permission

The Jelna long ago learned the value in looking beyond their homes and themselves for all the answers, and they actively encourage curiosity and a willingness to explore. At the start of a scene, if you are the first person to attempt a task during that scene, you may reroll 1d20.

.:COMMANDER'S LOG

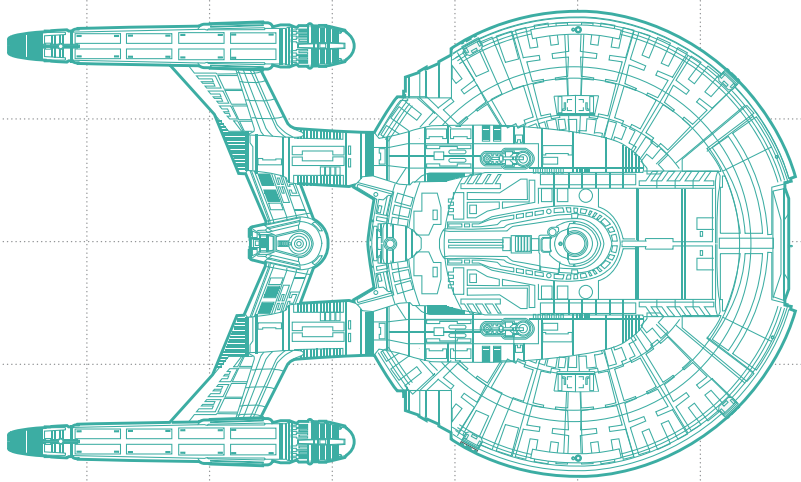
THANDASAR ZH'IVOS, STARFLEET TECHNOLOGY ASSESSMENT DIRECTORATE

Just come from lunch with Leathra, of the Starfleet Regulatory Agency, to discuss our operations near Bajor. What started as a briefer on Federation and Cardassian system compatibility became a discourse on our respective cultures. I knew of the gender variance in Jelni society but had no idea how deeply it has shaped the fabric of her identity.

Beyond reproductive or domestic life, each gender seems to have a deeply integrated role in her society. The exofemales are the bold innovators, while the endofemales are the perceptive mediators. Leathra says she is an exofemale, pragmatic theorists who keep their culture moving through structure. She tells me I remind her of a childhood friend born to the exomales, essentially the warrior-defenders.

There are no clan politics to interfere with familial tradition, and the result is a deeply bonded society that thrives on challenges, all for the shared prosperity of Rigel V. How different Andoria might have been had our clans taken the same approach with one another and the Aenar. Leathra asked me to accompany her when she sees her family on Rigel. I've already filed the leave request with Starfleet Command.

NX-01 ENTERPRISE // NX CLASS



RISIAN

Risa was a planet of fierce storms and tectonic instability before the **Risians** took it upon themselves to essentially terraform their planet. It is now colloquially known throughout the Federation as a "pleasure planet." It's a wonder the Risians evolved into the ceremonial society they have today, with tradition and ceremony being central to Risa society.

Risians have an honest and open attitude to sexuality, renowned throughout the Galaxy. Potential mates with a sexual appetite display ceremonial icons, called a *horga'hn*, that invite partners to participate in the sexual rite *jamaharon*. However, despite the Risian reputation for hedonism, they are deeply concerned with consent and are extremely generous; Risian hosts are noted for their diligence in providing a good experience for vacationers.

EXAMPLE CHARACTERS: *Arandis* (Deep Space Nine), *Ruon Tarka* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- All that is ours is yours
- Life is too precious to experience without joy
- I will help you feel better, if you'll let me
- The pursuit of pleasure is worthy in and of itself

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Risian. Risians appear much like Humans, save a decorative cultural marking—a *ja'risia*—in the center of the forehead, which is either a worn decoration or a tattooed mark. Despite this superficial similarity, their internal physiology is significantly different from that of Humans, to the point where many medical techniques usable on Humans do not work on Risians, and vice-versa. Among the differences, Risians live longer than Humans, and age more slowly. They have open and adventurous personalities but also have a great patience with others.

CLARITY IN PEACE (SPECIES ABILITY): Your demeanor and presence help others reach a clear-minded state where they can be at their best. When an ally spends Determination, and you are present in the scene, both you and that ally may immediately recover 2 Stress each.

RISIAN NAMES: Examples include:

- **FEMININE NAMES:** Aradnis, Elianjah, Joval
- **MASCULINE NAMES:** Doranis, Melek, Oran

RISIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Risian character.

.:OPEN AND INSIGHTFUL (RISIAN TALENT)

REQUIREMENTS: Risian, or gamemaster's permission

Risians favor open, frank discussion of problems and opinions, which enables conversation and understanding when working as a team. Whenever you assist another character and use your Insight or Reason, the ally you assist may reroll 1d20. If the character you assist succeeds in their task, they gain 1 bonus Momentum. Bonus Momentum cannot be saved.

.:PEACEFUL EXISTENCE (RISIAN TALENT)

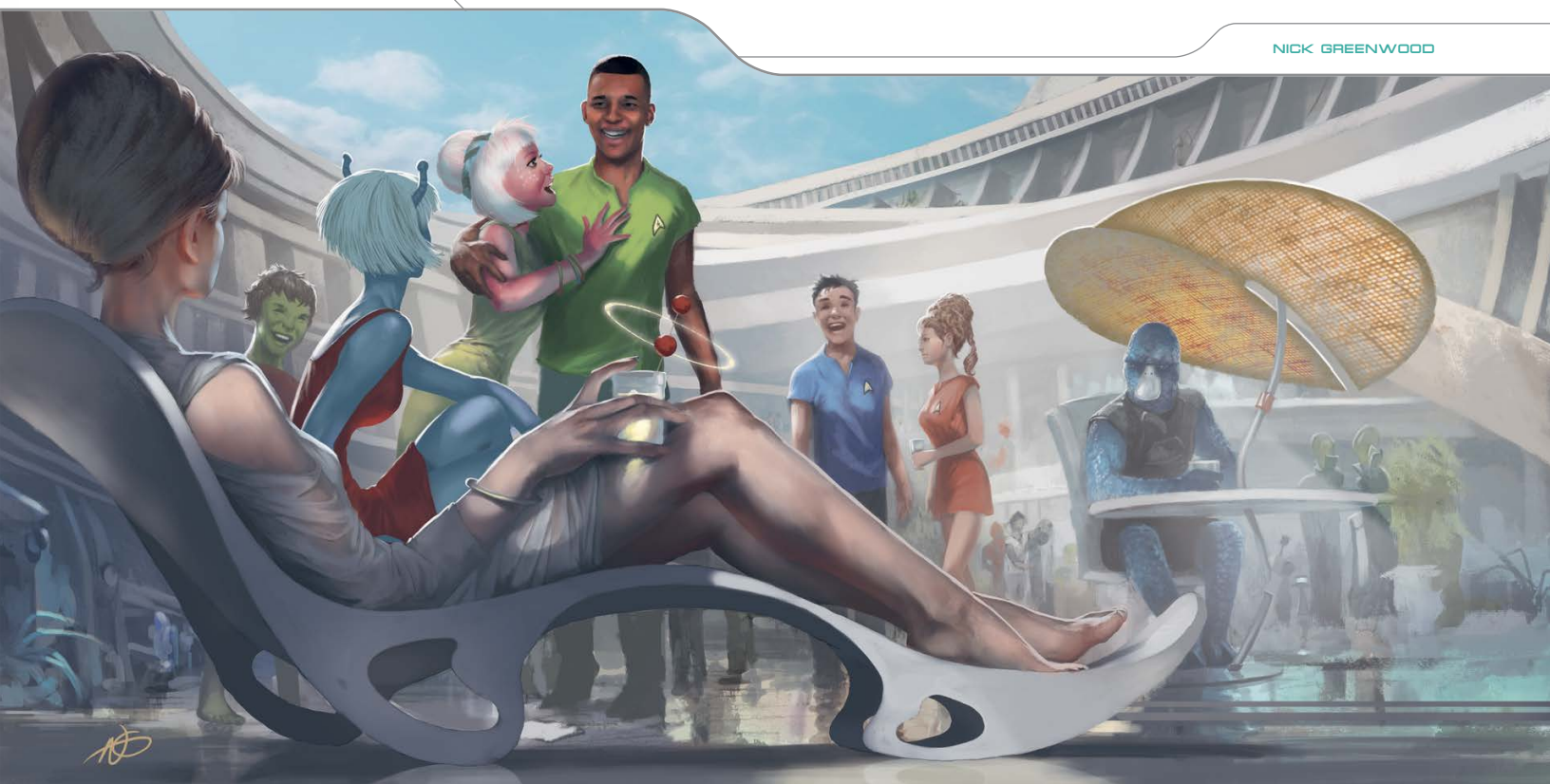
REQUIREMENTS: Risian, or gamemaster's permission

Your upbringing in a peaceful society, one that promotes harmony and has an outright ban on weapons, has developed the Risian knack for peaceful resolutions. Whenever you attempt a task to dissuade another individual or group from resorting to conflict, the first d20 you purchase is free.

▷ PLAYING THE PLEASURE PLANETS

Star Trek is filled with alien cultures that embrace hedonistic pursuits in very different ways than players may be used to. Alongside the Risians, the Deltans possess a powerful sensual presence, while Betazoids embrace both emotional and sexual transparency. For others, like the Vulcan *pon farr* or the Bajoran pagh touch, sexuality and sensuality are tied to both ritual and spirituality. Nonetheless, role-playing intimacy must be approached with care, so player exploration is done safely for everyone. When it comes to sensuality in *Star Trek*, the key is distinguishing the intent. Is the character seeking physical pleasure, yearning for emotional openness, or forming a spiritual connection?

Players should also remember that when playing a sensual species, they are portraying a culture, not a caricature. Nonetheless, just as with real intimacy, role-playing scenes around sex and sensuality require ongoing consent. Here, the Session 0 becomes critical to establishing comfort zones for both the players and the gamemaster. Safety tools are also useful to establish out-of-character boundaries. Ultimately, the themes of *Star Trek* around mutual respect, personal autonomy, and informed participation are of utmost importance for stories featuring alien pleasure and sensuality.



NICK GREENWOOD

SAURIAN

The **Saurians** were acquainted with humanity by the mid-22nd century, and joined the Federation in the mid-23rd century, but it took them some time to adjust to the norms of being aboard Federation starships. With their native language being a series of clicks, chirps, and growls, older versions of the universal translator sometimes had problems translating Saurian speech into Federation Standard. They are a physically imposing species, with a heightened sense of smell and large eyes capable of seeing long distances.

Saurians are welcome additions to landing parties and away teams because of their ability to be resourceful in almost any environment. Their culture stresses prudence and consideration in all things, though if a Saurian is pushed into conflict, they will respond ferociously. Saurians are omnivores, and frequently enjoy meals consisting of bamboo, fish, and dried insect casings. Saurians reproduce asexually and do not have sexual dimorphism or gender roles—with any of them capable of laying clutches of eggs at certain points in their adult lives—but some Saurians will, when among gendered species, adopt some aspects of a gender presentation for convenience or because they find the idea interesting.

EXAMPLE CHARACTER: *Linus* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- Consider carefully, then act decisively
- A hunt requires patience long before it requires action
- Needless aggression can blind you to the right decision
- No environment I will not brave

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Reason

TRAIT: Saurian. Saurians possess enhanced senses that are often superior to their colleagues. With six nasal canals, they can pick up scents from kilometers away and their sharp fangs and claws make them imposing. As a civilization, they respect strength and decisiveness but prefer to avoid aggression if at all possible. Saurians also possess a high tolerance for alcohol, and Saurian brandy is prized throughout the Alpha and Beta Quadrants.

SUPERIOR METABOLISM (SPECIES ABILITY): Your biology allows you to process toxins at a much higher rate than other species. Whenever you are exposed to a toxic substance, you may immediately suffer 1 or more Stress to shrug off the effects quickly. Most common toxins can be shrugged off with 1 Stress, but the gamemaster may rule that especially potent toxins require more Stress. In addition, your natural claws mean that your Unarmed Strikes can inflict Stun or Deadly Injuries.

SAURIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Saurian character.

▷ SAURIAN AND OTHER BRANDIES

Saurians are famous for their brandy, yet theirs is far from the only liquor consumed in all the gin joints across the quadrants. In many ways, the sheer variety of drinks in *Star Trek* is a direct reflection of the infinite diversity of the franchise itself. Of course, there are too many beverages to name, and part of the fun for groups is imagining the possibilities for their own table.

Beyond these vintages, players and gamemasters should consider how stories that come from drinking scenes will advance a plot or add depth to characters. Think of O'Brien and Daro, side by side with ale and Kanar, as memories of the Cardassian War are triggered. Or consider how Worf shares bottles of bloodwine with Huraga as a tool to learn the truth of Gowron's invasion of Cardassia.

As the dynamic of a scene plays out, alcohol can be a random factor. Yes, it can open social doors but also clouds judgment, creating drama and conflict. So, players might use the social conflict rules, or they could spend Momentum to *Obtain Information*. On the other hand, gamemasters can always spend Threat to add complications from the drink.

SAURIAN NAMES: Due to the shape of their mouths and how their native tongue is spoken, Saurians often pick a name in Federation Standard that they like and do not mind being referred to as. They often choose their favorite historical figure or a name that sounds pleasing to them. Saying a Saurian's proper name correctly will always be endearing to them.

- **SAMPLE NAMES:** Vk'chk'tk (Victoria), Sh'larlst (Shae), Gr'hsk-ha'sha (Gaius), Lss't-kel'sar (Linus)

.:HUNTER'S SENSES (SAURIAN TALENT)

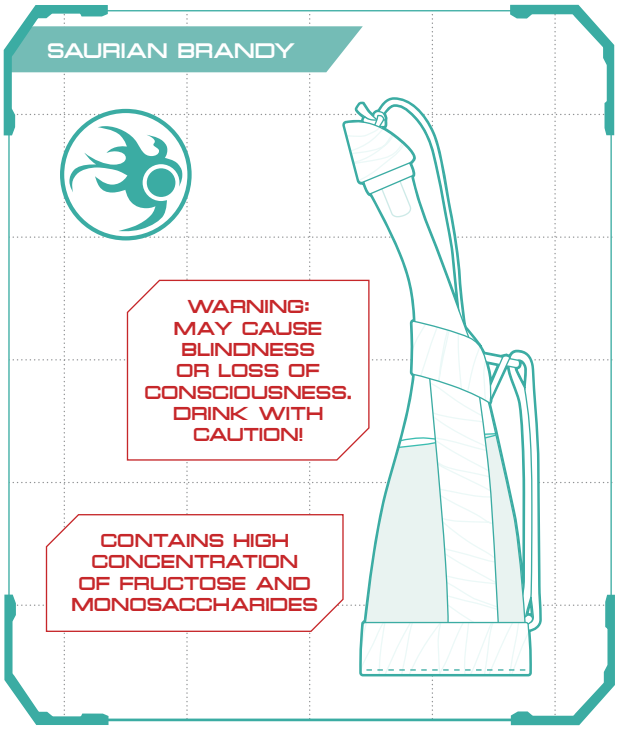
REQUIREMENTS: Saurian, or gamemaster's permission

Your enhanced senses have been honed with practice and study to make you a superlative tracker. When you attempt a task to detect the presence of hidden creatures, or to discern if creatures have passed through the area recently, you may automatically count one of your d20s as if it had rolled a 1. If you're attempting an extended task to locate or track a creature, your Impact increases by 1.

.:PATIENCE BEFORE AGGRESSION (SAURIAN TALENT)

REQUIREMENTS: Saurian, or gamemaster's permission

Decisive action is often necessary, but it should never be done hastily or needlessly. During combat, if you allow one or more enemies to take a turn before you, add 1 Momentum to the group pool when your turn begins.


SAURIAN BRANDY
WARNING: MAY CAUSE BLINDNESS OR LOSS OF CONSCIOUSNESS. DRINK WITH CAUTION!
CONTAINS HIGH CONCENTRATION OF FRUCTOSE AND MONOSACCHARIDES

SON'A

The **Son'a** are a minor player in the Alpha Quadrant, but one which shot to some prominence after siding with the Dominion during the Dominion War. The Son'a are unique in that they are an offshoot of the **Ba'ku**, a race of beings hailing from a planet in the sector of space known as the **Briar Patch**. They are a race of conquerors who had subjugated several neighboring systems into their small but powerful empire, and they were not afraid to employ weaponry such as isolytic subspace weapons which were so deadly they tore holes in subspace to release devastating waves of energy. Their use of enslaved labor and illegal genetic tampering meant the Federation could not initiate trade with them, although a rogue Starfleet admiral was caught offering the Son'a assistance with a plot to drain their homeworld of its metaphasic radiation.

Although some Son'a returned to their homeworld to try to start over, a large number of their race refused to give up the wealth and territory gained when they allied themselves with the Dominion during the war. Although they made up a small portion of the Dominion's armed forces, the Son'a are technologically sophisticated, and they make for powerful foes. In the years since the Dominion War and their conflict with the Ba'ku, many Son'a have developed a grudge against the Federation, viewing Starfleet to blame for their lost chance at immortality. Some Son'a refuse to join in their species' vendetta against the Federation, and instead travel as traders of illicit goods; siding with the Dominion during the war means few other cultures have much goodwill for the scattered Son'a.

> ***EXAMPLE CHARACTER:*** *Adhar Ru'afo* (Star Trek: Insurrection)

SPECIES DETAILS

SAMPLE VALUES:

- We do what we must
- What right do you have to stop us taking what we deserve?
- The Federation seeks to hold back those who would challenge it
- If you cross us, we will show no mercy

ATTRIBUTES: +1 Control, +1 Daring, +1 Insight

TRAIT: Son'a. The Son'a were once similar to Humans in appearance but centuries of exile from their homeworld has led them to experiment upon themselves to stay alive. Older Son'a spend several hours each day undergoing extensive surgical, chemical, and genetic treatments in order to prolong their lives. Most Son'a can be described as possessing a stretched appearance to their faces, while others develop painful lesions along their body. Son'a children, who are almost never permitted to leave their homeworld, are similar in appearance to the Ba'ku but possess pale skin.

THE BA'KU

The Ba'ku are the culture the Son'a diverged from. They were once part of an advanced civilization who explored the Galaxy, but their species was on the brink of destroying themselves during the 21st century. At around the same time humanity was recovering from World War III and making first contact with the Vulcans, a group of dissidents, calling themselves the Ba'ku, fled their homeworld and settled an isolated, habitable world in the Briar Patch. Discovering the unique metaphasic radiation of the planet had restorative properties that healed their bodies and allowed them to live indefinitely, the Ba'ku chose to abandon their technology and live simpler lives.

Approximately a century later, a band of young Ba'ku rejected this life, and sought to take control, but were exiled when this revolt failed. They became the Son'a, and they swore to return to claim what they believed they were owed. The Son'a—along with Starfleet allies under the direction of a misguided admiral—returned over a century later, in 2375, but these efforts were foiled by the actions of Captain Jean-Luc Picard and the crew of the *Enterprise*-E.

The Ba'ku are a humanoid species who have prospered greatly from their long, peaceful lives. They are not considered to be suitable as player characters, as there are only a relatively small population of them—there are only 600 Ba'ku in total as of the late 24th century—and they do not leave their planet: the only Ba'ku who have ever left their planet became the Son'a.

AT ALL COSTS (SPECIES ABILITY): Though a small power in the region, the Son'a have not become one of the dominant powers in the Briar Patch by engaging in half measures or pulling their punches. When you succeed at a Deadly *Attack*, you score 1 bonus Momentum. Bonus Momentum may not be saved.

SON'A NAMES: Examples include:

- **FEMININE NAMES:** Var'esheshka, Tu'la
- **GENDER-NEUTRAL NAMES:** Wy'nalido, Vesh
- **MASCULINE NAMES:** Ru'afo, Soboi

THE FOLLOWING TALENTS MAY BE TAKEN BY A Son'a character.

.:TO THE FULLEST (SON'A TALENT)

REQUIREMENTS: Son'a, or gamemaster's permission

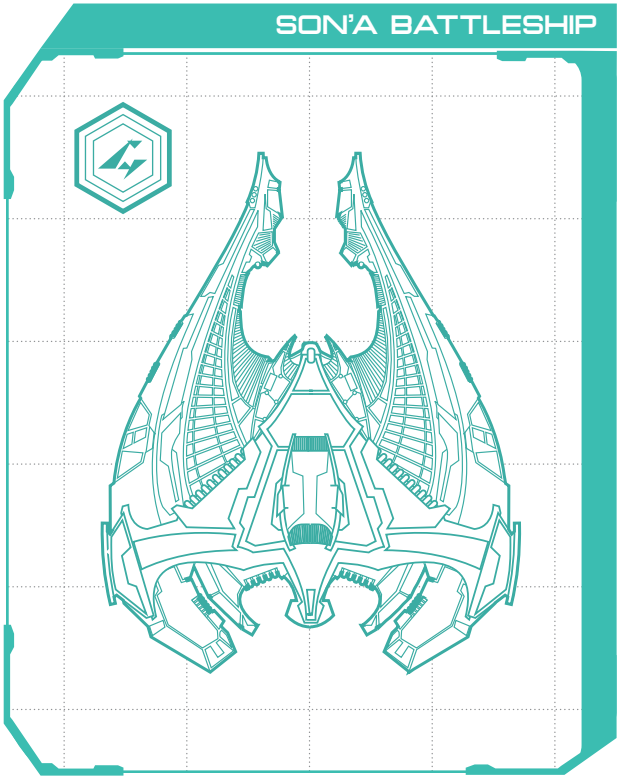
You live life intensely and show no remorse for the things you do. Whenever you attempt a task and purchase the maximum number of d20s, you may either reroll 1d20 or you may recover 2 Stress. You may choose which effect you gain after you have rolled your dice pool.

.:PARTICLE ENGINEERING (SON'A TALENT)

REQUIREMENTS: Son'a, or gamemaster's permission

A large portion of the Son'a's scientific research is dedicated towards understanding the unique particles that cling to the atmosphere of their former homeworld. When you attempt a task which relates to studying or manipulating radiation or exotic particles, the first d20 you purchase is free, and you may ignore the negative effects of any one trait that represents radiation or exotic particles.

SON'A BATTLESHIP



TALAXIAN

Resilient and reliable, the **Talaxians** became one of the most widely recognizable and dispersed species in the Delta Quadrant. Talaxians have been warp capable for millennia, and during this time they encountered countless species and traveled to nearly all corners of their quadrant. Talaxians have a reputation for being sociable, good-natured travelers who enjoy the company of others. Unlike other species that have been warp capable for such an extended time, Talaxians are not known for their technological capabilities, which can vary wildly from group to group. Like many species in the quadrant, Talaxians do not boast a significant military presence or a large empire, though this may be due to the war between them and the Haakonian Order—a conflict that left both sides exhausted. Unfortunately, the war ended with the surrender of the Talaxian government following the detonation of a weapon of mass destruction on a Talaxian moon.

The trauma suffered by the Talaxian people during the war resulted in a large number of Talaxian refugees seeking safety beyond Talaxian space. Further, most Talaxians seek to avoid confrontation if possible and may even flee from a determined foe. The Talaxians are not, however, cowardly by nature, and when left with no alternative they can display great levels of courage and heroism. This avoidance of physical confrontation does not, however, spill over into their social dealings, as Talaxians are rarely fearful of speaking their mind when offended or upset. Talaxians enjoy good food and good company, and many consider themselves superb culinary experts—though their associates may argue otherwise.

EXAMPLE CHARACTER: *Neelix* (Voyager)

TRAIT: Talaxian. While humanoid in most respects, Talaxians do have several interesting biological adaptations. First and foremost, Talaxians are capable of enduring heat well beyond what the average Human can comfortably tolerate and can endure much longer without water. Talaxian skulls have much more pronounced ridges where the plates meet. Talaxian hair tends to be thin and wispy, and large portions of their heads are bald to allow for greater cooling. Talaxian sight is a touch less refined than that of a Human, though their senses of taste and smell are much keener.

WIDELY TRAVELED (SPECIES ABILITY): Having traveled through space for most of your adult life, you've seen much and picked up esoteric knowledge and unusual skills along the way. Once per mission, when attempting a task for which none of your focuses apply, you may declare that you have an applicable focus. This remains for the rest of the adventure.

DETAILS

SAMPLE VALUES:

- Only fools take risks
- It is not cowardice to want to preserve life
- Friends, family, and home are vital, no matter where you find them
- A full belly puts anyone in the right mind to talk

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

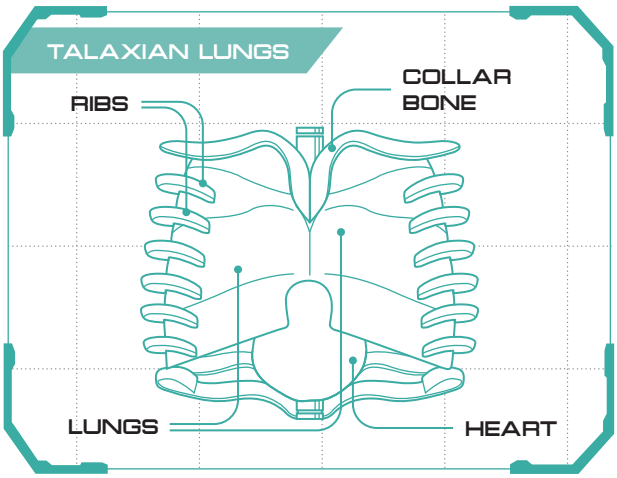
TALAXIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Talaxian character.

.:BEING OF MANY TALENTS (TALAXIAN TALENT)

REQUIREMENTS: Talaxian, or gamemaster's permission

You've developed a degree of ability across a broad range of disciplines that often intersect in interesting ways. When attempting a task where more than one of your focuses would apply, you may reroll 1d20.



TALAXIAN NAMES: Talaxian names, like all pronouns in their language, always include an "x." Beyond this, there is no single tradition that dictates the naming of a child. Each extended family maintains its own convention on naming. Some families reuse a small number of names, generation after generation, while others refuse to use the name of someone still living. Talaxian names are often two to three syllables in length and typically favor a's and i's. Despite their strong family bonds, Talaxians are not known to use a family name.

- **FEMININE NAMES:** Dexa, Palaxia, Naxie, Alaxa, Terexi, Millex, Lanexi, Axina, Emaxa, Jexa
- **NEUTRAL NAMES:** Karixa, Palax, Graxe, Jonaxa, Mitxi, Adrinax
- **MASCULINE NAMES:** Brax, Jirex, Titix, Spirox, Edix, Adax, Cantax, Maxon, Soxil, Maldaxet

.:INFECTIOUS NATURE (TALAXIAN TALENT)

REQUIREMENTS: Talaxian, or gamemaster's permission

You come from a people who are outgoing, good-natured, and enjoy the company of others. This exuberance can even improve the outlook of those around you, whether they want to be cheered up or not. Whenever you succeed at a Presence-based task roll, you may spend 1 Momentum to create a trait which represents your positive attitude on the scene. Further, whenever you and an ally both rest, and spend a meaningful part of that rest together (the entire Breather, at least half of a break, or at least one hour of a longer rest), you both recover 1 more Stress than normal.

.:TRANSMISSION, DELTA QUADRANT

BRAX, FRIEND OF THE VOYAGER

Admiral Janeway,

You may not remember me—I was a child when we met.

Among my people, it's a Prixen tradition to thank those who've shaped us, a reminder that we never stand alone. So, I'm writing to thank you—for everything. Our home here on the asteroid would not have survived all those years ago if not for you and *Voyager*.

It has been two weeks since the arrival of the *U.S.S. Hypatia*; the ship's slipstream drive made their journey to the Delta Quadrant faster than any ship before. Captain Hiroshi has asked for an ambassador when they head out for the rest of the region. Neelix is now Council Regent, so he's passed on the role—the one you gave him—to me.

I can't contain my excitement. For as long as I remember, I've dreamed of leaving these tunnels and travelling to the stars. The *Hypatia* reminds me of your ship, Admiral. Sleek and powerful. With a crew of dozens of different species.

Now, I will be a part of them. All thanks to you.

We are part of your family, here in the Delta Quadrant, and you do not stand alone.

TERRAN

Originating on a version of Earth from an alternate dimension dubbed the "Mirror Universe," **Terrans** are an alternative version of Humans whose history and culture is a dark reflection of the one we are most familiar with. A fractious, warlike, and belligerent species, Terrans emerged from a global nuclear conflict to a growing interstellar empire—the Terran Empire—in less than a century, and conquering nearby Vulcan, Andoria, Qo'noS, and dozens of other worlds by the 2250s. Terrans often exhibit a dichotomy in their nature—sometimes as brutal and bloodthirsty as Klingons or Andorians, yet at other times as dispassionate and ruthless as Vulcans or Tellarites—which had allowed them to overcome their neighboring species, and their capacity for ambition and aggression were key factors in the Terran Empire's dominance.

Terrans maintain the cultural values of the Terran Empire, a civilization that claims continuity back to the Roman Empire, millennia before. The Empire demands obedience and loyalty from its subjects, but Terrans are expected to seek any opportunity for personal gratification—and there are few taboos in Terran culture, other than perhaps mercy—and any opportunity for personal advancement. In the Terran Starfleet, any officer may be loyal to their superiors right until they see a chance to gain promotion through assassination. The Terran Empire collapsed in the late 23rd century, and 24th century Terrans were second-class citizens in a region of the Galaxy dominated by the Klingon-Cardassian Alliance. A number of Terrans escaped the Mirror Universe over the years, arriving in the Prime Universe to pursue an agenda or take refuge.

> ***EXAMPLE CHARACTERS:*** *Miles "Smiley" O'Brien* (Deep Space Nine)*, Philippa Georgiou Augustus Iaponius Centarius* (Discovery)

TRAIT: Terran. Terrans are adaptable and resilient, and they are physiologically identical to Prime Universe Humans in every way bar one: due to differences in their universe, they are slightly more sensitive to bright light. Terran culture encourages them to be hedonistic, opportunistic, belligerent, and cruel, and they tend to be deeply paranoid as betrayal is rife.

Terrans also have the **Mirror Universe** trait, representing their origin in another dimension.

ACCUSTOMED TO VIOLENCE (SPECIES ABILITY): Violence is a routine part of your life, and you are constantly aware of the potential for it. Whenever an enemy makes a Deadly *Attack* against you, you may add 1 Threat to increase the Difficulty of the attack by 1. Further, whenever you spend Determination on a Deadly *Attack*, you do not have to add to Threat to make that attack. Finally, you always carry a dagger as part of your standard issue equipment.

TERRAN NAMES: Terrans use a variety of sources for names, mirroring the wealth of languages, cultures, and traditions on their homeworld. Indeed, Terrans use exactly the same naming conventions as Prime Universe Humans, and the majority of Humans have a Terran counterpart in the Mirror Universe: a Terran character might be a doppelganger for a familiar Human character.

DETAILS

SAMPLE VALUES:

- Long live the Empire!
- Every day is a new battle for supremacy
- Those who rely on others are asking to be betrayed
- Leave no star unconquered

ATTRIBUTES: Add 1 each to any three attributes.

THE FOLLOWING TALENTS MAY BE TAKEN BY A Terran character.

.:BECAUSE WE FEEL LIKE IT (TERRAN TALENT)

REQUIREMENTS: Terran, or gamemaster's permission

Terrans are notably unclouded by motivations more complex than simple, selfish whims or revenge. Once per adventure, you may spend a point of Determination without needing to have an applicable value. Once per adventure, when you are attacked or someone takes direct action to hinder or defy you, you may gain 1 Determination. Because a value is not involved, you do not add anything to your log when Determination is gained or spent using this talent.

.:DOPPELGANGER (MIRROR UNIVERSE TALENT)

REQUIREMENT: Mirror Universe trait

You have a Prime Universe counterpart in an important or noteworthy position. Work with the gamemaster to create that character; you are physically indistinguishable from your counterpart (this includes having no visible scars or body modifications) and can convincingly pass yourself off as them if desired, requiring a Difficulty 5 task to detect that you are an imposter. If your counterpart is currently alive and active in the same universe as you, then you add 1 Threat in each scene you pretend to be your counterpart.

.:PARANOIA (TERRAN TALENT)

REQUIREMENTS: Terran, or gamemaster's permission

Being paranoid is just good sense when you know people are out to get you. Your maximum Stress increases by an amount equal to your Security rating.

▷ MIRROR UNIVERSE SPECIES

Terrans are not the only species present in the Mirror Universe (despite the best efforts of the Terran Empire), and not even the only species from the Mirror Universe who have visited the Prime Universe: there are mirror versions of every species and culture present in the Prime Universe.

However, Terrans are the species that differs the most, culturally, between the Prime and Mirror universes: while their situations may differ, Mirror Vulcans are still logical, Mirror Andorians are still aggressive, Mirror Klingons are still belligerent, Mirror Ferengi are still mercantile, and so forth. In game terms, these species can be used for their Mirror Universe counterparts with minimal effort: add the **Mirror Universe** trait to any such character, and consider if any of the species' normal talents might be inappropriate for a Mirror Universe version: for example, Mirror Bajorans are less religious, their faith having been stamped out long ago, so the Orb Experience talent is unlikely to be appropriate.

MIRROR DOPPELGANGERS

If you plan to create a Mirror Universe character, discuss with the gamemaster the possibility of creating a doppelganger of an existing character in the campaign, such as a recurring NPC, or (with agreement) another player character in the group, particularly a character who had died previously. Most such doppelgangers can impersonate their counterpart with effort among those who don't know "their" version... but close friends, comrades, family members, and confidants may see through the ruse. The **Doppelganger** talent represents those who are especially adept at this deceit.

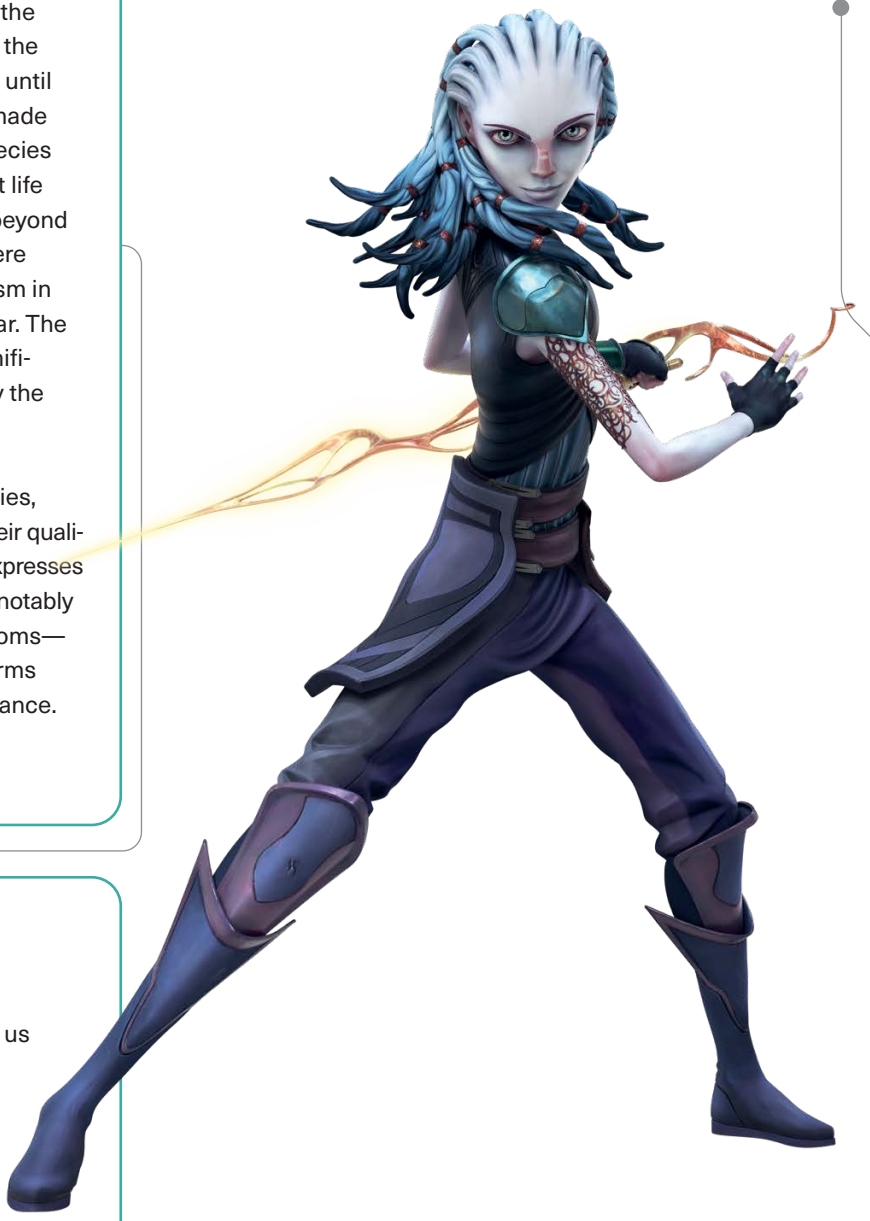
If you're using the Secrets rules presented in the ***Exploration Guide***, being the Mirror Universe version of the character is a fine secret for a character to have, though it may require either bringing back the Prime version of the character or creating a new character as the Mirror Universe one goes off to become a villain. Alternatively, you could pursue a lengthy redemption arc for a Mirror Universe character who sees the light of Prime Universe behavior.

VAU N'AKAT

The **Vau N'Akat** are native to the planet Solum in the Delta Quadrant. While technologically advanced, the Vau N'Akat had little interest in space exploration until the late 24th century, when a Federation vessel made first contact with them: prior to this event, the species had believed themselves to be the only intelligent life in the universe, and saw little value in venturing beyond their homeworld. However, the revelation that there was life upon other worlds caused a vicious schism in Vau N'Akat society, resulting in an intense civil war. The specifics of these events are the subject of a significant temporal event which has been classified by the Department of Temporal Investigations.

The Vau N'Akat themselves are a humanoid species, though an unusual one in many regards. Among their qualities is a distinctive psychokinetic potential which expresses in a few ways. Certain forms of their technology—notably the adaptive multi-tool weapons known as heirlooms—were operated and configured into a variety of forms using little more than mental effort, even at a distance.

EXAMPLE CHARACTER: *Gwyndala* (Prodigy)



SAMPLE VALUES:

- There is no barrier we cannot overcome
- All that we need is right here
- Our strength is one another, and division does us great harm
- We should not deny ourselves what other worlds have to offer

ATTRIBUTES: +1 Control, +1 Daring, +1 Reason

TRAIT: Vau N'Akat. A humanoid species with numerous unusual qualities, the Vau N'Akat have a potent psychokinetic potential which allows them to influence and control their technology, and which allows them to share strength and vitality with other Vau N'Akat over a short distance. It can also be directed inwards, heightening their own physical recovery from injury. Vau N'Akat minds are also impervious to telepathy. When a Vau N'Akat dies, the unexpressed psychokinetic potential in their bodies causes their remains to evaporate into a shower of luminescent blue particles.

NEUROFLUX (SPECIES ABILITY): Vau N'Akat have an innate psychokinetic capability which they refer to as neuroflux. You can use this ability to heal yourself more swiftly: you may recover 2 Stress at the start of any scene. Further, when healing Injuries you have suffered, count the Severity of the Injury as 2 lower than normal. You may directly interact with objects of Vau N'Akat technology using your neuroflux, without the need for any control interfaces; when you do this, your eyes and patterns across your skin glow.

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VAU N'AKAT SPECIES AND CULTURE TALENTS

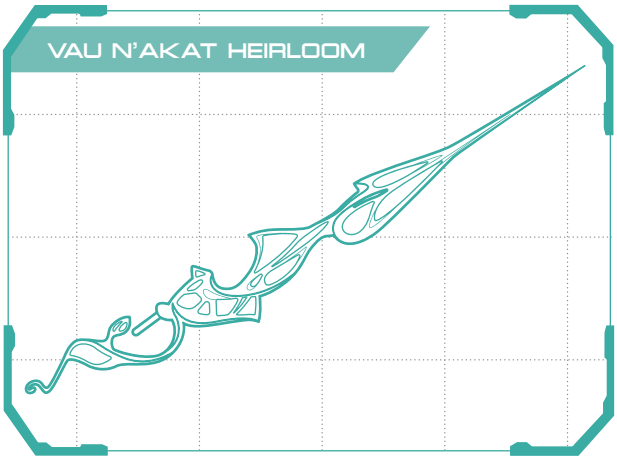
THE FOLLOWING TALENTS MAY BE TAKEN BY A VAU N'Akat character.

.:HEIRLOOM (VAU N'AKAT TALENT)

REQUIREMENTS: Vau N'Akat, or gamemaster's permission

You bear an object known only as an heirloom, which normally appears as a piece of fretwork jewelry made from a brass-colored metal. The metal can respond to trained use of neuroflux by reconfiguring into various forms, such as blades, shields, or other useful structures.

You add an heirloom device (see sidebar) to your standard issue equipment, and have the training necessary to use it. If this item is out of your reach but still present in the same scene, you may suffer 1 Stress affect the heirloom at a distance, or to move it telekinetically. If it is damaged, you may suffer 6 Stress in order to force it to reform.



VAU N'AKAT NAMES: While Vau N'Akat have names in the normal sense, under some circumstances, a Vau N'Akat carrying out some vital duty for their people may forego their name and adopt a title, typically one preceded by the definitive article; the leader of the Tar Lamora mining outpost was known as The Diviner, for example.

- **SAMPLE NAMES:** Borom, Ascencia, Gwyndala, Ilthuran, Kathon

.:SHARE STRENGTH (VAU N'AKAT TALENT)

REQUIREMENTS: Vau N'Akat, or gamemaster's permission

You can, with effort, direct some of your psychokinetic potential to bolster another. As a major action, you may attempt a **Control + Command** task roll with a Difficulty of 2 to direct your energy to an ally within Long range; you reduce the Difficulty by 1 if the target is another Vau N'Akat. On a successful task, you can suffer up to 5 Stress, and the target recovers an equal amount of Stress.

▷ THE VAU N'AKAT HEIRLOOM

These devices, which appear as fretwork-style jewelry—bracelets, necklaces, cuffs, or similar—made of a brass-colored metal, are worn on the owner's body when not in use. Each is made from a rare reactive alloy unique to the world of Solum. In conjunction with the neuroflux ability of the Vau N'Akat, this alloy can function as crude programmable matter, altering its structure and shaping it into a variety of useful tools.

You may use the *Prepare* minor action, or spend 1 Momentum (Immediate) outside of your turn, to switch the heirloom's form in any of the following ways while touching it:

- The heirloom becomes a Blade (Melee, Deadly 3).
- The heirloom becomes a Heavy Blade (Melee, Deadly 3, Intense). This adds 1 Threat.
- The heirloom becomes a shield. This equipment trait counts as cover, and adds an automatic success to your task roll in an opposed task when defending against an attack.
- The heirloom takes the form of any simple metallic tool. This is an equipment trait, and the heirloom cannot take any form that has moving parts or circuitry. This could be a climbing tool, a way to extend someone's reach, to gain leverage for moving a heavy object or prying a door, or as a splint to immobilize an injured limb.
- The heirloom takes the form of restraints, similar to handcuffs or manacles. This is an equipment trait which impairs another character.

VORTA

Notable as the administrators, field commanders, scientists, and diplomats of the Dominion, the **Vorta** style themselves as the Founders' closest servants. They are a genetically engineered species designed specifically for dutiful service. The Vorta themselves are bred artificially, each engineered for specific purposes, in batches of identical clones: each clone is a unique individual, but they receive all the memories of their predecessors to ensure that they can pick up where the last one of their line left off. Though they reproduce via artificial means, the Vorta still have a superficial, vestigial sense of sex and gender, though they often affect more pronounced gender presentation if it will aid them in their work.

The Vorta hold an important place within Dominion society, and are often mistakenly thought of as the leaders of the Dominion, as the Founders prefer to be reclusive and stay out of the day-to-day of running the Dominion. The Vorta themselves are extremely cunning, ruthless, and persuasive, and highly adept at playing political games among themselves, and with any vassals or allies of the Dominion, though they would never dare to allow such activities to interfere with the will of the Founders.

EXAMPLE CHARACTER: *Weyoun* (Deep Space Nine)

SAMPLE VALUES:

- I serve at the Founders pleasure
- The Dominion philosophy is superior
- There is nothing I will not do to achieve my—the Founders'—ends
- I do not wish to be your enemy, and it is regrettable that you have forced my hand

ATTRIBUTES: +1 Insight, +1 Presence, +1 Reason

TRAIT: Vorta. Vorta have extremely keen hearing, but poor eyesight. They are immune to most forms of poison, as a defense against assassination attempts. The Vorta revere the Founders as living gods, and are incapable of acting against a Founder. Those who encounter the Vorta often regard them as insincere or manipulative.

THE VOICE OF THE FOUNDERS (SPECIES ABILITY): When you use the *Direct* or *Assist* major action to aid or command another servant of the Dominion (a Jem'Hadar, a Vorta of lower status, or a member of an allied state), you may roll 2d20 for your assist dice rather than 1d20 and apply both results. If you are captured, you may trigger a termination implant as a minor action, which kills you instantly. Whenever you die, you are replaced by your next clone at the start of the next mission.

Additionally, some Vorta are engineered with telepathic or telekinetic abilities, and may purchase the

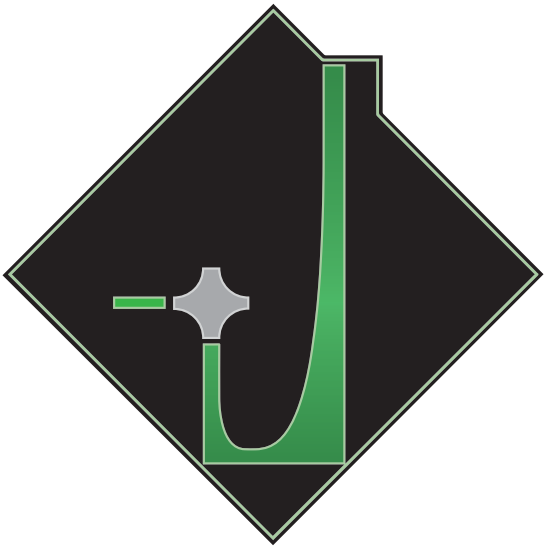
VORTA SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Vorta character.

.:MANIPULATIVE (VORTA TALENT)

REQUIREMENTS: Vorta, or gamemaster's permission

You have a knack for knowing what to say to elicit the desired response from others. When you purchase one or more d20s when attempting a task roll to deceive or intimidate someone, you may reroll 1d20. Further, if you use either deception or intimidation during a social conflict, and the affected character attempts to resist being persuaded, the Severity (the amount of Stress they must suffer to resist) increases by 1.



Telepathy or Psychokinesis talents (page 156 of the core rulebook).

VORTA NAMES: Vorta have only a single name, which is used for all Vorta in that batch. Different clones within the same batch are differentiated by a number, with the next higher number being activated upon the death of their predecessor.

- **FEMININE NAMES:** Eris, Kilana, Luaran, Taris
- **MASCULINE NAMES:** Borath, Deyos, Gelnon, Keevan, Yelgrun

.:OVERSEER (VORTA TALENT)

REQUIREMENTS: Vorta, or gamemaster's permission

You are not much of a combatant yourself, but you know how to coordinate others. When you take the *Assist* or *Direct* major action in combat, you may spend Determination to apply the effects of that action to *two* allies rather than one. The normal requirements for spending Determination apply.

▷ VORTA LIFEPATHS

As an artificially bred species, Vorta characters do not go through the same stages of life that are common for others. Vorta are created in cloned batches, engineered with whichever qualities the Founders desire for them.

A Vorta character created using the lifepath method does not make the normal choices at **Step Two: Environment**, or **Step Three: Upbringing**. Instead, they choose the Vorta Cloning option. Further, at **Step Four: Career Path**, Vorta tend to use the Diplomatic Corps, Civilian (Physician), Civilian (Scientist), or Civilian (Official) options.

VORTA CLONING

You were bred to serve the Founders' will, you and the clones before you, and the ones who will follow when you die. You gain the following:

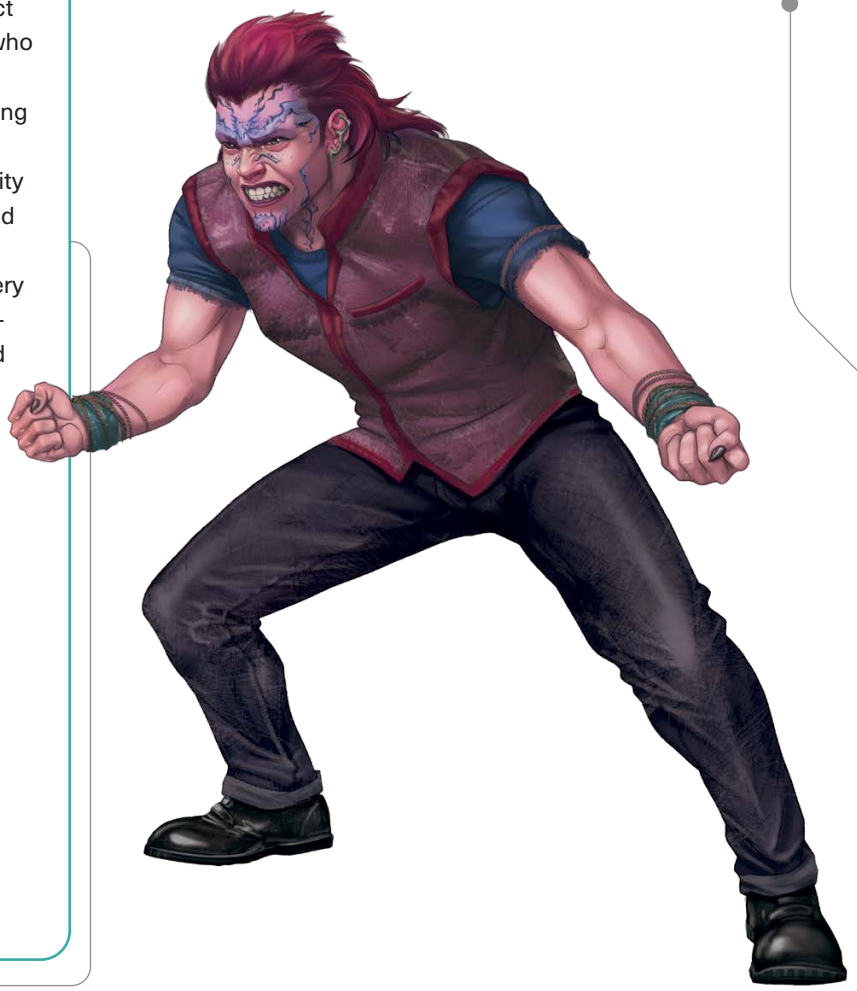
- **VALUE:** You receive a single value. This should reflect your adherence to the traditions and dogma of the Dominion, and your fervent belief in the divinity and righteousness of the Founders.
- **ATTRIBUTES:** You add 1 each of any three attributes. Then, pick one of the attributes you increased, and add a further 1 to that score.
- **DEPARTMENTS:** You add 1 to Command, Science, or Medicine, and 1 to any other department.
- **FOCUS:** You receive a single focus, typically to do with politics, administration, or science. Examples include:
  - Astrometrics, Biotechnology, Composure, Deception, Diplomacy, Ecology, Etiquette, Genetics, Negotiation, Politics, Parapsychology, Psychoanalysis, Research, Sociology, Subspace Theory.

XAHEAN

Believing themselves to have been created at the exact moment their world was, the **Xaheans** are a species who have achieved a great level of technological advancement in a short amount of time. Capable of manipulating technology instinctively and possessing numerous self-defense mechanisms such as spines and the ability to render themselves almost invisible, the Xaheans had recently begun to experiment with dilithium crystals and warp technology in the 23rd century. This discovery caused some upheaval in Xahean society, and the balance that their culture once prized—and their beloved homeworld itself—was threatened by the pursuit of technological progress.

With time, the damage to their culture and homeworld was repaired, but it would not be the only time the Xaheans were put into peril; their planet was occupied by the Cardassians and subjected to intense strip mining. Then, during the Dominion War, Xahea was annexed by the Dominion and laid waste. As a result of this, Xaheans were scattered across the Alpha and Beta Quadrants, becoming starship-dwelling nomads, a state of affairs that persisted into the 32nd century and beyond.

EXAMPLE CHARACTERS: *Me Hani Ika Hali Ka Po* (Discovery), *Caler* (Picard)



SPECIES DETAILS

SAMPLE VALUES:

- Seek balance between oneself and the world around you
- You cannot put yourself before your home and your people
- Cherish that which is precious to you, because you do not know how long you'll have it
- Our ingenuity should serve a greater balance, not our own ambition

ATTRIBUTES: +1 Control, +1 Insight, +1 Reason

TRAIT: Xahean. The Xaheans are technologically gifted as a species, to the point that they often appear smug in the face of technological advancements by other species. When they encounter a technology unfamiliar to them, they adapt quickly to its uses and seek out ways to construct devices of their own. Their innate ability to manipulate energy fields allows them to activate many different types of machinery in their proximity—though not necessarily with any fine control—and their ability to shroud themselves in a field that obscures their appearance allows them to remain undetected from pursuers.

CAMOUFLAGE FIELD (SPECIES ABILITY): Using the *Prepare* minor action, you may suffer 1 Stress to camouflage yourself, becoming nearly invisible. You gain the **Camouflaged** trait. While camouflaged, tasks to detect or locate you increase in Difficulty accordingly, and you

XAHEAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A Xahean character.

.: DISCERNING SCIENTIFIC MIND (XAHEAN TALENT)

REQUIREMENTS: Xahean, or gamemaster's permission

Xahean culture and physiology allows them to discern scientific phenomena quickly and inspires them in how to replicate it. When a Xahean is attempting to perform an extended task to determine the purpose of a piece of technology, their Impact increases by 1.

.: TECHNOPATHY (XAHEAN TALENT)

REQUIREMENTS: Xahean, or gamemaster's permission

All Xaheans have a limited capability to manipulate electromagnetic fields nearby, which contributes to their camouflage field and their ability to influence technology. However, it takes practice to be able to manipulate technology in useful ways. You may suffer 1 Stress to operate technology within Close range as if you were holding it. If someone else is holding and operating that technology, they may cancel or override any actions you attempt with that device, and if operating that technology takes an action and/or a task roll, then it still does when operated remotely.

cannot be the target of an attack unless the attacker has found some other way to detect you. This ends when you make an attack or when you take another *Prepare* minor action to end the effect. This ability is taxing, and the amount of Stress suffered increases by 1 each time during the same scene it is used; this increase is cumulative.

XAHEAN NAMES: Xaheans tend to have names consisting of several short elements of one or two syllables each; in common conversation, they will pick a single element and use that as a nickname.

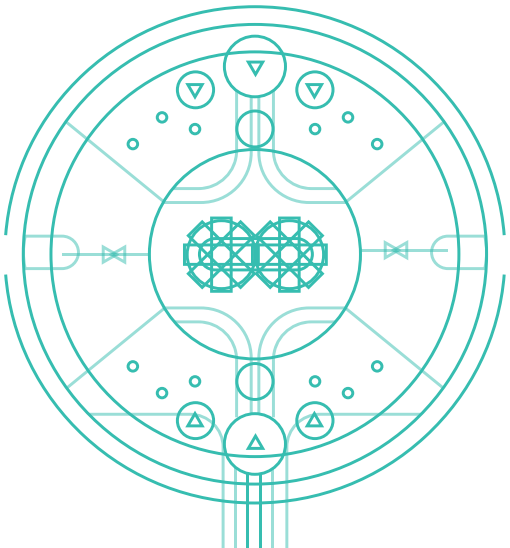
- **SAMPLE NAMES:** Caler No Fi Dafili, Drex Dar Mala So Lesk, Foto Mri Ka Se Wachi, Me Hani Ika Hali Ka Po, Vinters Saba Ra Ke Fa Nobi

▷ XAHEAN GALAXY PROJECT

The sporadic diplomatic relations Xahea enjoyed with the Federation abruptly changed with Starfleet's development of the *Galaxy-class* starship. Well aware of the species' unique dilithium recrystallization technology, Starfleet sought their cooperation even as Federation diplomats were quick to remind them of the society's long-standing isolationism.

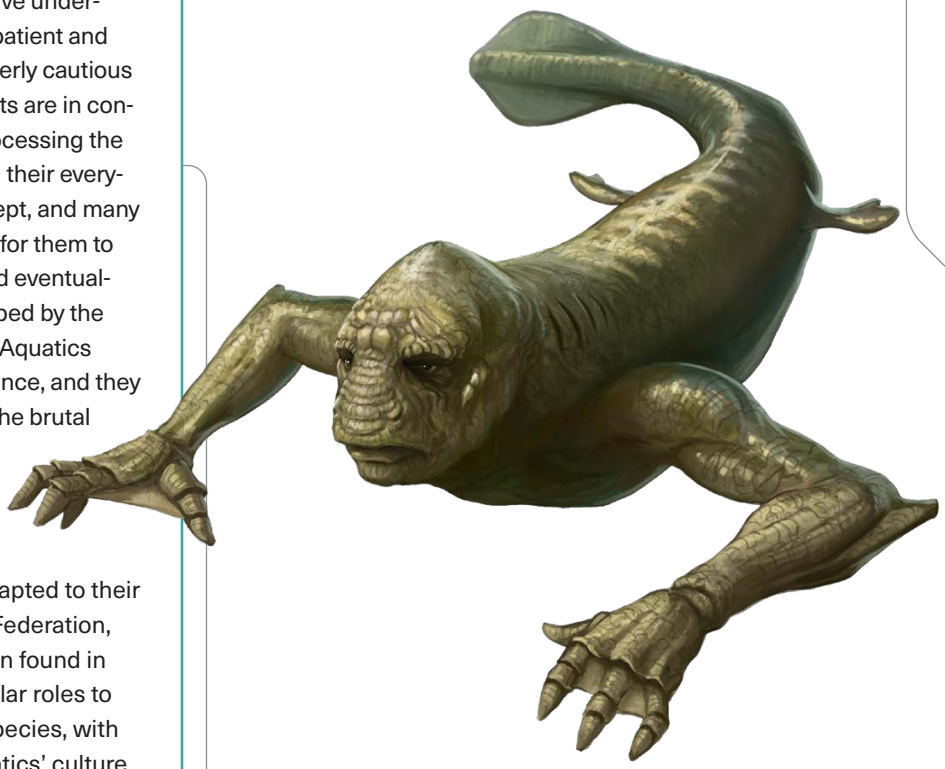
Nonetheless, the legacy of goodwill drew Xahean scientists to the project, leading to breakthroughs in dilithium harmonics and modulation algorithms attuned to the matter/antimatter reaction chamber. Despite these successes, the matrix proved so complex that the only ship to be outfitted with the technology was the ill-fated *U.S.S. Yamato*. Lost with all hands near the Romulan Neutral Zone, her destruction forced Starfleet engineers to reevaluate many of the advanced systems onboard the *Galaxy* class. A lengthy review eventually proved the benefits of Xahea technology, leading to a handful of ships retrofitted with the crystalline improvements. That is, until the Dominion invaded Xahea.

In game terms, ships using these modifications have the **Trait: Xahean Crystalline-Matrix** allowing Engineering and Operations officers to improve warp field harmonics and power distribution throughout the ship. This may be reflected in Engineering-related tasks by either lowering the Difficulty by 1 or allowing players to ignore a complication.



XINDI-AQUATIC

Xindi-Aquatics are non-humanoid species that evolved on Xindus, a planet in the Delphic Expanse in the Beta Quadrant. A species evolved to live underwater, Xindi-Aquatics are also known to be patient and prudent, sometimes to the point of being overly cautious or even indecisive; their natural environments are in constant flux, meaning that they are used to processing the interplay of complex factors and variables in their everyday lives. They are extremely technically adept, and many of the technological adaptations necessary for them to communicate with other Xindi species—and eventually, species from other worlds—were developed by the Aquatics themselves. Historically, the Xindi-Aquatics were the first Xindi species to achieve sapience, and they are customarily peaceful, only engaging in the brutal civil wars of their lost homeworld when the land-dwelling species' conflicts spilled over into the Aquatics' oceans.



Xindi-Aquatics have their own starships adapted to their watery environment, but since joining the Federation, a small number of Xindi-Aquatics have been found in Starfleet, often serving alongside or in similar roles to Earth-born Cetaceans and other aquatic species, with whom they share many qualities. The Aquatics' culture prizes equity and the forming of consensus, and despite their customary circumspection, they were among the first of the Xindi species to propose joining the Federation, due to these values.

EXAMPLE CHARACTERS: *Qoh Kiaphet Amman'sor* (Enterprise)

SPECIES DETAILS

SAMPLE VALUES:

- The world is too complex to rush to conclusions
- If you want to convince me, show me the proof: don't just tell me
- If something is important, it's worth debating and considering deeply and thoroughly
- We all swim in the same ocean; the same currents affect us all

ATTRIBUTES: +1 Control, +1 Insight, +1 Reason

TRAIT: Xindi-Aquatic. Xindi-Aquatics evolved to live underwater, and cannot survive for long outside the water. They have forelimbs with dextrous three-fingered hands, but fins and tails for maneuvering under the water. Their eyesight is adapted to discern objects underwater and with limited light, but they dislike bright lights. They communicate using high- and low-frequency vocalizations similar to whale song. Like all Xindi, they have distinctive ridges on their faces.

AQUATIC (SPECIES ABILITY): You can move freely and without hindrance through the water. You may ignore any traits or injuries caused by exposure to extremely cold aquatic conditions. However, when on

XINDI-AQUATIC SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A XINDI-Acquatics character.

.:CIRCUMSPECT (XINDI-AQUATIC TALENT)

REQUIREMENT:S Xindi-Aquatic, or gamemaster's permission

Xindi-Aquatics do not rush into decisions that matter. When you attempt a task roll outside of combat, you may choose (before rolling) to double the amount of time the task will take; if you do so, then you may *either* reduce the Difficulty by 2 *or* generate 2 bonus Momentum if the task is successful. Bonus Momentum may not be saved.

.:SEEK CONSENSUS (XINDI-AQUATIC TALENT)

REQUIREMENTS: Xindi-Aquatic, or gamemaster's permission

Xindi-Aquatics established a society that prized equality and consensus-building long before any other Xindi did. When you spend Momentum to *Obtain Information* about another character and ask questions about that character's goals, perspective, or state of mind, you may reduce the cost of creating a trait to 1 Momentum. Any trait created using this talent must relate to the information gained.

land you are always considered to be **Prone** (core rulebook, page 288).

XINDI-AQUATIC NAMES: Xindi-Aquatics generally have two names, one used among their own kind, spoken in their own language, and one translated into the shared language spoken by land-dwelling Xindi. The latter sometimes only contains a single personal name, but some Xindi-Aquatics insist on having a full name to reflect status or honor their family.

- **SAMPLE NAMES:** Ainsuri, Amsoti, Bimmaul, Ixmaut, Kiaphet, Mizaub, Muaza, Phetixa, Qoh, Qam, Soreb, Zuain, Zumamt

▷ THE XINDI

The Xindi are a collective of six species who all evolved upon the planet Xindus. Though highly divergent, as life-forms evolved from a single ecosystem, they have much in common—sharing more than 99.5% of their genetic base with one another—much as Humans bear large genetic similarities to other species from Earth such as Cetaceans like Dolphins. The Xindi as a whole had developed spaceflight and interstellar travel at some point prior to 1850 BCE.

As with many cases where multiple intelligent species develop on the same world, the Xindi experienced a history of conflict between species. During the 20th and 21st centuries CE, the Xindi faced a massive civil war, which resulted in their home planet being destroyed in the 2030s, and the extinction of the **Xindi-Avians**, who had been unable to flee. This was followed by a long diaspora, settling colonies across the Delphic Expanse and establishing the Xindi Council to represent the interests of all five surviving species and seek a new homeworld. This council had been arranged by extra-dimensional beings—referred to by the Xindi as **Guardians**—who had reasons of their own for supporting the Xindi.

In the mid-22nd century, the Xindi Council instigated a conflict with humanity. Believing that Humans would destroy the new Xindi homeworld in the distant future, the Xindi created a weapon and struck first against Earth. The initial strike of that attack caused millions of deaths, yet this was seen as merely a test for a much larger planned attack. Over the following year, the efforts of the *Enterprise* NX-01 and her crew stopped the Xindi threat and revealed that the Guardians had been manipulating the Xindi.

In the wake of the conflict, the Xindi withdrew back to their own space for a time. By the early 24th century, however, the Xindi Council and its associated colonies petitioned to join the Federation. They eventually became members, though they have remained relatively reclusive since. Some Xindi have joined Starfleet, but only in relatively small numbers.

XINDI-ARBOREAL

The **Xindi-Arboreals** are marsupial humanoids noted for their calm, almost lethargic demeanor, and their slow pace of life. This can often result in them being underestimated as slow-witted or lazy, but their torpid exterior conceals shrewd minds and keen insight. Among the more peaceful of Xindi species, Arboreals favored rational debate and restraint when resolving disputes, and are slow to anger and slow to panic.

Xindi-Arboreals excel in technical fields that rely on patient, methodical work and careful analysis, but their true strength is in working with other people; on the Xindi Council, the Arboreals are peacemakers, often cautioning against overreaction or recklessness. They are often on good terms with the Aquatics, who share their patience, despite the Arboreals disliking the large bodies of water that Aquatics dwell within. Since becoming members of the Federation, Xindi-Arboreals have worked in Starfleet and the Federation as mediators, counsellors, diplomats, and administrators.

EXAMPLE CHARACTERS: *Gralik Durr* (Enterprise)

SPECIES DETAILS

SAMPLE VALUES:

- Calm allows the mind to focus
- Hasty action shakes the trees and endangers everyone
- Quiet words can make more difference than the loudest uproar
- First, I will listen

ATTRIBUTES: +1 Control, +1 Insight, +1 Reason

TRAIT: Xindi-Arboreal. Covered in hair, and with distinctive ridges on their nose and cheekbones, Xindi-Arboreals evolved from creatures similar to the terrestrial sloth. They are vegetarian, and possess sharp claws and long arms for climbing. They commonly have thick, fur-like hair over their bodies, which helps them remain warm in cooler climes. They have a calm temperament, and they are slow to panic, though they are afraid of large bodies of water. They have large eyes that can pick out details more easily in low light.

CALM UNDER PRESSURE (SPECIES ABILITY): Your unwavering calm allows you to maintain a clear head in a crisis. Your maximum Stress is equal to your Control, rather than your Fitness. Whenever you are affected by a trait or effect which represents fear or panic, you may suffer 2 Stress to avoid that trait.

XINDI-ARBOREAL SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A XINDI-Arboreal character.

.:PATIENT COUNSEL (XINDI-ARBOREAL TALENT)

REQUIREMENTS: Xindi-Arboreal, or gamemaster's permission

Xindi-Arboreals are commonly the voice of reason in a crisis. During a social conflict, whenever you or an ally spends one or more Momentum to purchase d20s on a task, they may ignore the first complication rolled.

.:UNWAVERING CALM (XINDI-ARBOREAL TALENT)

REQUIREMENTS: Xindi-Arboreal, or gamemaster's permission

Even by the standards of your people, you are unflappable, never letting the pressure get to you. When you suffer Stress to avoid a trait that represents fear or panic, you only suffer 1 Stress rather than two. In addition, your maximum Stress is increased by 2.

▷ POLITICS IN ACTION

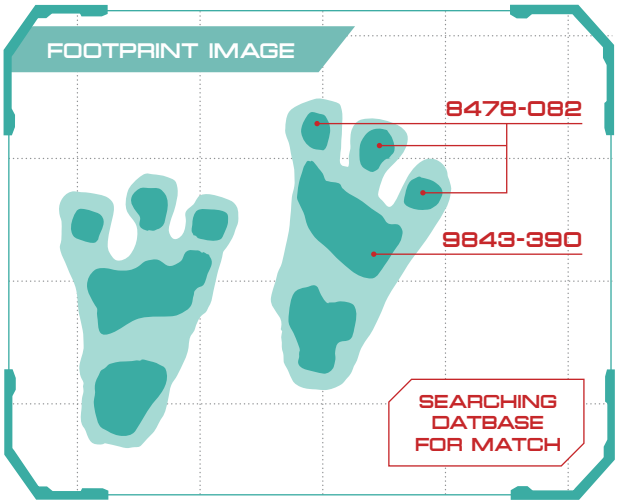
With their affinity towards diplomacy, the Xindi-Arboreals were instrumental in negotiations to see their species accepted into the Federation. But a lasting peace and enduring trust were years in the making, with agreements and concessions vigorously debated on both sides.

Although Social Combat can be used, the extended task and challenge mechanics are better suited for playing the stages of political negotiations over a lengthy period. For example, negotiating a ceasefire between rival factions or forging a trade alliance with the Federation could involve multiple characters using a wide variety of talents and focuses, all applied to the same extended task. Player successes could represent a powerful argument, or a generous concession made to the other side. Conversely, Resistance might be opposition by planetary leaders to treaty language or cultural resistance against Federation control. What's more, complications rolled by the players might take the form of a violent upheaval or foreign interference from spies and criminals.

Although talk heavy, political negotiations should always feel action packed to players. Why have both parties sitting across a table from one another when they can walk and talk in the starship hallways or graphically illustrate their arguments on the holodeck?

XINDI-ARBOREAL NAMES: Xindi-Arboreals generally have a personal name and a family name.

- **FEMININE NAMES:** Adela, Celijo, Kelti, Rolindis, Settia, Tuula
- **MASCULINE NAMES:** Ezra, Jalik, Janner, Kilal, Gralik, Ottaq, Roddall, Ruul, Sartis
- **FAMILY NAMES:** Aruu, Coji, Durr, Jannar, Krett, Settra, Surr, Tarr, Trennit



XINDI-INSECTOID

Xindi-Insectoids are probably the most dissimilar to the other Xindi. Their insect-like appearance includes a chitinous exoskeleton, but, unlike Earth insects, they only have four limbs. Xindi-Insectoids reproduce asexually with large clutches of eggs in hatcheries aboard their ships, which are fiercely protected. The Insectoids themselves live short lives—only around twelve years on average—which makes them prioritize the wellbeing of their offspring even above their own lives, and contributes to their tendency to be aggressive and decisive... which can result in them being easily provoked into action. Insectoids over ten years old are regarded as "elders." There are numerous subspecies of Xindi-Insectoid, with differing appearances; their shorter lifespans and rapid breeding have allowed different clades of Insectoids to diverge through the history of the species, and internal Insectoid politics involve much vying for predominance. Their language is the most complex among the Xindi species with dozens of different dialects of clicks and chirps that other species find hard to replicate; while they can understand other languages, Insectoids physically cannot speak the languages of most other humanoid species.

The Xindi-Insectoids have traditionally aligned themselves with the similarly aggressive Reptilians, and they and the Reptilians were responsible for the destruction of Xindus through a plan which involved detonating weapons of mass destruction at seismic weak points around the planet. In the wake of the conflict with Earth, the Insectoids and the Reptilians alike were distrusted by other species—including other Xindi—for many years. However, while aggressive and quick to action, Insectoids are also the quickest to assimilate new ideas and new information into their worldview if they see it as valuable.

EXAMPLE CHARACTER: *Shresht* (Enterprise *novels*)

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Reason

TRAIT: Xindi-Insectoid. Insectoids have a dense exoskeletal carapace, and an extremely rapid and efficient metabolism, which makes them quite hardy and durable, though they lack an endoskeleton beneath their carapace. They move and react quickly when necessary, and process information quickly: a necessity for a short-lived intelligent species, allowing them to learn enough to match the knowledge and experience of longer-lived species. They're adept at climbing and crawling through confined spaces. They seldom show fear or hesitation once they've decided on a course of action.

DETAILS

SAMPLE VALUES:

- Protect our children even at the cost of yourself
- Indecision can be as dangerous as the wrong decision
- Take whatever actions you must, deal with the consequences that follow
- We must act quickly to secure our future

XINDI-INSECTOID SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Xindi-Insectoid character.

.: PROTECTIVE INSTINCT (XINDI-INSECTOID TALENT)

REQUIREMENTS: Xindi-Insectoid, or gamemaster's permission

The Insectoid instinct to defend their eggs and offspring is powerful, but many Insectoids have developed a similar protective bond with comrades, colleagues, and friends. When you attempt the *Guard* major action to protect an ally within Reach, you immediately recover 2 Stress as you receive a surge of vitality, and you ignore the normal Difficulty increase for using the *Guard* action to protect an ally.

.: RAPID PROCESSING (XINDI-INSECTOID TALENT)

REQUIREMENTS: Xindi-Insectoid, or gamemaster's permission

Xindi-Insectoids learn quickly, as their lives aren't long enough to spend decades in deep study. The first time each scene that you *Obtain Information* after succeeding at a task roll which used one of your focuses, that use of *Obtain Information* is free.

.: AFTER-ACTION REPORT

S. DONOVAN, COMMANDER, STARDATE 51471.3

Jem'Hadar patrols were all over us after the drop went bad. We made camp in some caves and set up the enhancers. Minutes later, they arrived. A dozen Xindi-Insectoids. Not a phaser among them. They all carried strange, organic-looking blades. "They work as a single unit. Do not challenge them." Orders are orders.

Gave them the briefing. Universal translator had trouble with the replies. I got some clicks and odd gestures from their appendages. Then the lot of them gathered in a circle. One of them, with a bulbous head and a damaged antenna, stepped into the center. It raised its weapons into the air and stood still. Like a statue. The rest closed around it and started swaying back and forth, as if blown by a breeze. Creepy.

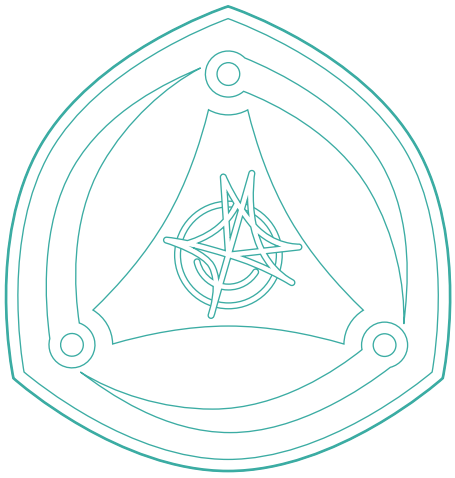
Then they all turned as one, moved out of the cave and washed over the enemy in a terrible mass of wings and mandibles. When it was over, there was nothing left but Jem'Hadar bodies. The Xindi said nothing. They just took the weapons from their fallen comrades and transported back to the ship.

I almost felt sorry for the enemy. Almost.

INSECTOID (SPECIES ABILITY): Your exoskeleton gives you Protection 1, while your rapid metabolism means that you may reroll 1d20 on any task roll using Fitness.

XINDI-INSECTOID NAMES: Insectoid names grow longer as the individual ages, carrying more meaning and life history than many other species' given names. These name-fragments are often divided by an apostrophe when written, and most Insectoids have a version of their name intended to be spoken by other species who cannot pronounce the clicks and chirps of the Xindi-Insectoid languages (Shresht, for example).

- **SAMPLE NAMES:** Ch'zilti'la, Ikzi'chik, K'chik'lak, Kil'thik'zi, T'likchik'zi, Tik'chiki'zi, Zi'lizch'thik, Zil'il'chzi



XINDI-PRIMATE

Xindi-Primates are a mammalian humanoid species who more closely resemble Humans or other humanoid species in the Galaxy; they are sometimes incorrectly referred to as Xindi-Humanoids as a result. They are similar to the Xindi-Arboreals in attitude and appearance, though more ambitious and passionate, and quicker to act. Widely considered to be the second Xindi species to achieve sapience, the Primates pride themselves on their intellect and ingenuity, and while this can sometimes result in arrogance, they are generally seen as honest, fair-minded, and trustworthy by other Xindi. The Primates' language developed into the common language used by the Xindi Council, and for much of Xindi history, Primates were the most widespread and dominant Xindi species, a state of affairs that resulted in some historical resentment but which is long-since resolved.

The Xindi inclusion into the United Federation of Planets enabled Xindi-Primates to enhance their learning, and find positions in design, architecture, engineering, along with research and development. Xindi-Primates are the Xindi species who appear most often in Starfleet service, where they find themselves in a variety of roles and positions, a testament to their adaptability and audaciousness.

EXAMPLE CHARACTER: *Degra* (Enterprise)

SPECIES DETAILS

SAMPLE VALUES:

- Honesty never makes a problem worse
- Dare to find a solution to today's problems
- Do not fear creation, but seek to understand how your work may be used
- Always seek the fair way forwards, even if it's difficult to get there

ATTRIBUTES: +1 Daring, +1 Reason, +1 Presence

TRAIT: Xindi-Primate. With a broadly similar physiology to Humans, Primates share their characteristic internal organ structure and metabolism, as well as their sensory perceptions. Their facial structure is markedly different, however, with pronounced foreheads and ridged cheekbones like other Xindus species. Amongst other Xindi, Primates have gained a reputation for fairness and honesty.

ADAPTABLE AND TALENTED (SPECIES ABILITY): Xindi-Primates are well-known and respected for their ingenuity and drive to overcome challenges. Once per mission, when you attempt a task roll, select one of your focuses: on that task roll, and for the remainder of the mission, whenever you succeed at a task using that focus, you score 1 bonus Momentum. Bonus Momentum may not be saved.

XINDI-PRIMATE NAMES: Xindi-Primates generally only use a single personal name for themselves, and don't use a family name.

- **FEMININE NAMES:** Allina, Bryn, Guyda, Hreidur, Jaina, Naara, Piral, Trenia
- **MASCULINE NAMES:** Begra, Chusra, Degra, Logra, Mallora, Ragnar, Rhucsa, Toki

XINDI-PRIMATE SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY AN Xindi-Primate character.

.: A MIND FOR DESIGN (XINDI-PRIMATE TALENT)

REQUIREMENTS: Xindi-Primate, or gamemaster's permission.

Xindi-Primates have produced many talented engineers and scientists, pushing at the frontiers of design and construction. When you spend 2 or more Momentum to *Obtain Information* when using a focus that represents science or technology, you may create a new trait for free which represents a hypothesis. Further, when you succeed at an extended task related to a scientific or engineering activity, you may spend 2 Momentum to ignore any Resistance on the extended task for that roll.

.: VOICE OF THE XINDI (XINDI-PRIMATE TALENT)

REQUIREMENTS: Xindi-Primate, or gamemaster's permission.

Among the Xindi, the Primates are respected for their fairness and honesty, and you work to live up to that. When you begin a social conflict, you may create an additional trait to represent a reputation for honesty and fairness, which will last to the end of the scene. While you have that trait, you may reroll 1d20 on any *Persuasion* task made as long as you remain completely honest during the scene, but any attempt at deception immediately adds 1 Threat as **escalation**.

.: CAPTAIN'S LOG

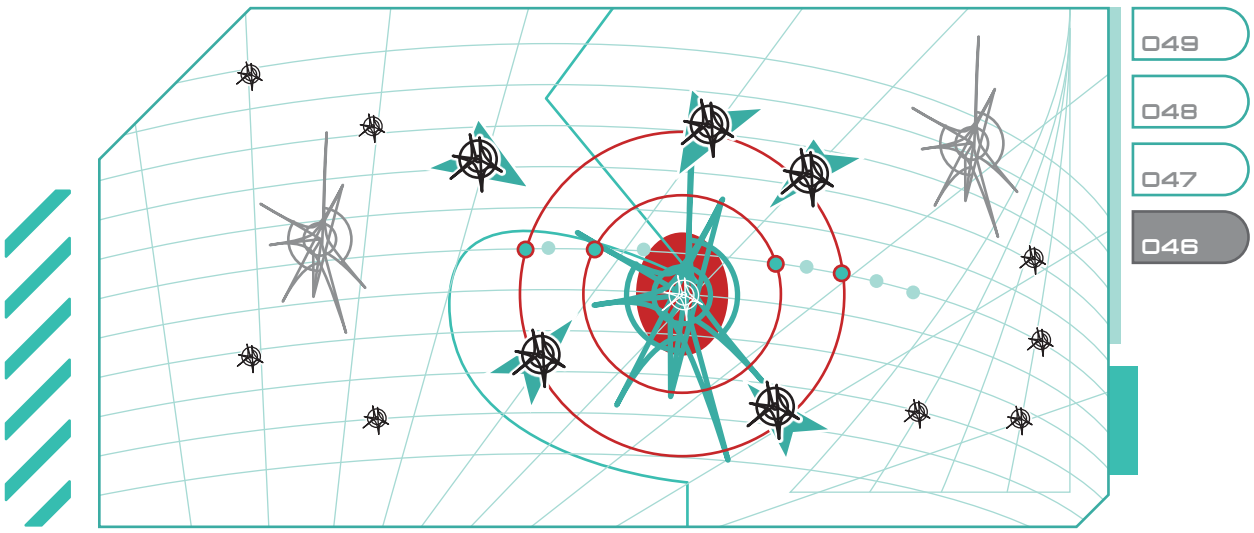
GHEESIK, CAPTAIN,
STARDATE 29695.5

After our mission trapped us on the wrong side of Cardassian space, three warships were waiting and hit us with a volley. We limped away at impulse and sheltered in this nebula. Warp power is offline, but auxiliary systems are holding. For now.

Is it really five years ago this week? The opening salvo of this war was fired. And thousands are dead. No peace in sight. And the hatred...unassailable. I think of the stories father told me on New Xindus. Degra's building of a terrible weapon, the rallying of others to send it to Earth. The Trenia Accords eventually lead to peace between humanity and the Xindi. But even after our entry into the Federation, the awful legacy remained. The descendants of all those killed by the probe were not so easily swayed by the stroke of a pen or the words of penitence.

In the officer's mess this morning, I heard talk of 'giving the Cardies a bloody nose'. I shut it down, of course. But, looking at the latest casualty reports, I understand the sentiment. Will there ever be peace with the Cardassians?

For all our sakes, I hope so.



XINDI-REPTILIAN

The **Xindi-Reptilians** are undoubtedly the most aggressive and impatient of the Xindi species. Reptilian society is deeply militaristic, using discipline to check and direct their customary belligerence, and the Xindi Council often relied on the Reptilians whenever force was necessary to achieve their ends. Reptilians are passionate and ambitious, and have historically had little regard for other species and few scruples. They have a reputation for being dishonest, selfish, and confrontational, swayed more by strength and coercion than by reasoned arguments. Fiercely competitive and relishing challenge in all aspects of life, they have a need to prove themselves and demonstrating their excellence is a powerful motivator in much of Reptilian culture. To a Reptilian, the satisfaction in triumphing when the odds are against them is greater, so they have few taboos against cheating or deception. Intense debates and cutting-edge science are equally appealing to Reptilian sensibilities as ways to prove themselves and make their mark on an uncaring universe. Indeed, Xindi-Reptilian scientists and engineers have made numerous breakthroughs in bioengineering, developing organic components for high-tech systems such as energy weapons.

Since the 2150s, the Xindi-Reptilians have sought to direct this desire for challenge to useful, positive ends. While the Xindi collectively are members of the Federation, Reptilians are those who tend to drift to the fringes of society more often, with a desire to seek out challenges that cannot be found in more civilized places. It is rare for Reptilians to apply to Starfleet Academy, and rarer still for them to be accepted, as their temperament can lead to confrontations. Those Xindi-Reptilians who do join Starfleet tend to excel as warriors, strategists, and leaders, and revel at disproving the negative reputation that hangs over them, seeing it as just another challenge.

EXAMPLE CHARACTER: *Dolim* (Enterprise)

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Xindi-Reptilians. A cold-blooded reptiloid species, Xindi-Reptilians are powerfully built obligate carnivores whose powerful bodies are suited for hunting and fighting. They are strong, durable, aggressive beings, with keen senses and considerable endurance. They are also stubborn, strong-willed, and impatient, with an unquenchable desire to triumph in any endeavor they pursue. They have a reputation for ruthlessness and untrustworthiness.

DURABLE PHYSIOLOGY (SPECIES ABILITY): Xindi-Reptilians are tough, and cannot easily be stopped by attacks intended to subdue or incapacitate. Nothing short of deadly force can deter you. You have 1 Protection, which increases to 3 against Stun *Attacks*.

XINDI-REPTILIAN NAMES: Xindi-Reptilians generally have a personal name and a family name; as a consequence of their militaristic culture, they tend to go by their family name more often than not.

- **FEMININE NAMES:** Igak, Kimo, Kolo, Krell, Najiin
- **MASCULINE NAMES:** Dankra, Drolid, Guruk, Kolrimm
- **FAMILY NAMES:** Damron, Dolim, Kimdomma, Mokimro, Rilromma, Rokkima, Rommarol

DETAILS

SAMPLE VALUES:

- Patience is for the dead
- Strength is in the deeds we accomplish
- The universe does not care who you are unless you make it
- Existence is unfair, but I'll win regardless

XINDI-REPTILIAN SPECIES AND CULTURE TALENTS

THE FOLLOWING TALENTS MAY BE TAKEN BY A XINDI-Reptilian character.

.: TRIUMPH AGAINST ANY ODDS (XINDI-REPTILIAN TALENT)

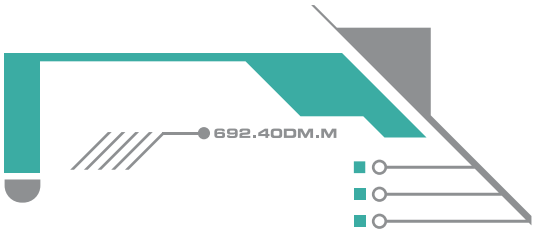
REQUIREMENTS: Xindi-Reptilian, or gamemaster's permission

You will face any challenge that presents itself. When you attempt a task with a Difficulty of 3 or higher, you may suffer 1 Stress to reroll 1d20. You may reroll any number of dice this way, each one inflicting 1 Stress, but you may not reroll any dice that have already been rerolled (as normal), and you may not use this ability to reroll more dice than half (rounding up) the Difficulty of the task.

.: COLD-BLOODED SUPREMACY (XINDI-REPTILIAN TALENT)

REQUIREMENTS: Xindi-Reptilian, or gamemaster's permission

You are driven to excel, and to prove not only your own might, but that of Xindi-Reptilians in general. Your maximum Stress is increased by 3. Further, whenever you spend a point of Determination on a task roll, you recover Stress equal to the task's Difficulty.



▷ XINDI-REPTILIAN BIOTECHNOLOGY

Xindi-Reptilians are noted for making extensive use of biotechnology, incorporating biological systems and components into their technology in place of mechanical or electronic ones.

A common element of this is techno-larva, an engineered life-form which generated energy in large quantities and could be used as an organic power cell for a variety of technologies. These techno-larva grew rapidly when exposed to omicron radiation, and a weapon built to carry techno-larva could grow a new larva if one was removed.

Biorifles were the standard armament of Xindi-Reptilian soldiers, and are still carried by mercenaries from that species to this day. They're rarely used outside of Xindi-Reptilian forces, as they are typically designed to fail and detonate when handled by a member of another species. Biorifles fire a coherent, destructive bio-plasmic pulse, and they are often fitted with a launcher for Xindi organic grenades. If handled by a character who is not a Xindi-Reptilian, the weapon will begin a brief countdown (a few seconds), and then detonate, inflicting a Deadly 5 injury to anyone holding the weapon and a Deadly 4 injury to anyone else in the same zone.

Organic grenades, also called quill-grenades, are engineered biomechanical weapons fired from a grenade launcher. They appear as a sticky mass of biomatter, which pulsates for a few moments before unleashing a barrage of quills that can incapacitate most humanoid foes.

.: XINDI-REPTILIAN WEAPONS

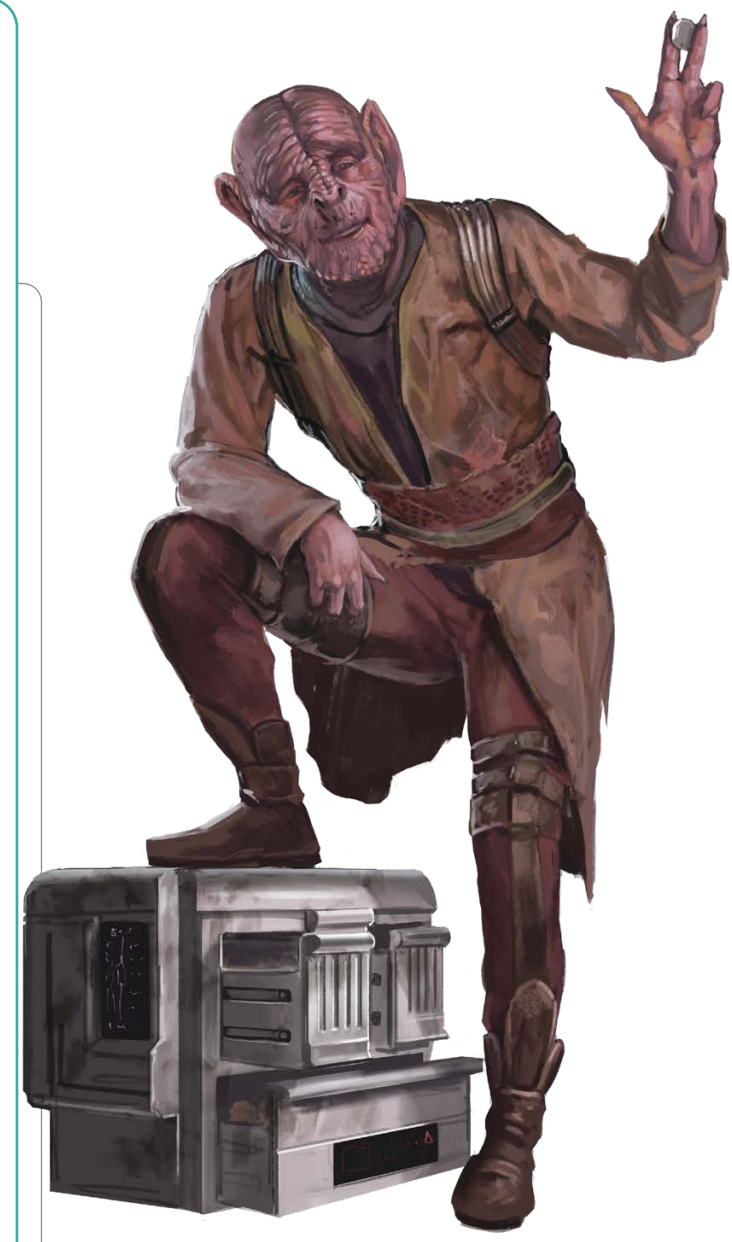
NAME	TYPE	INJURY	SEVERITY	SIZE	QUALITIES
Biorifle	Ranged	Deadly	4	2H	Accurate, Debilitating
Organic Grenade (from launcher)	Ranged	Deadly	3	1H	Area, Grenade

YRIDIAN

A warp-capable humanoid species found across the Alpha and Beta quadrants, **Yridians** are commonly encountered as traders, merchants, information brokers, and mercenaries. Yridians have no known central government, and they are found everywhere, aboard starbases and on planets across the Federation and beyond; the illicit dealings of some Yridians has led to them gaining an unsavory reputation in many parts of the Galaxy. They originally hailed from Yridia, a world in the Beta Quadrant, and then suddenly vanished, leading many to believe that the species had gone extinct, and that some disaster had befallen their homeworld. This apparent extinction was proven wrong during the 2360s, when isolated colonies of Yridians were discovered. Soon after, Yridians were once again a widespread site across the Galaxy; the mystery of their homeworld is yet to be solved, and conspiracy theorists often suggest some sinister agenda behind this oddity.

Yridians are, generally, a calm and affable people who socialize easily with others of any species, though some see them as ruthless and self-serving. They are believed to have evolved from a prey species on their homeworld, who developed to favor subtlety, avoidance, and wariness as survival tactics. Yridians typically demonstrate a hunched posture that makes them appear smaller than they are, and they're known to possess an eidetic memory, allowing them to retain any and all information that might be useful to them. In the modern day, the tendency to avoid presenting as a threat while soaking up information from all around them has made them effective traders and information brokers, and given them an edge in more illicit, clandestine work.

EXAMPLE CHARACTERS: *Yerdrin Lek* (Enterprise), *Jaglom Shrek* (The Next Generation)



DETAILS

SAMPLE VALUES:

- Don't get involved unless you can get away clean
- Every fact is worth something to someone
- Know where the exits are
- I get forgetful without latinum

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Yridian. A humanoid species with wrinkled skin and large ears, Yridians maintain a hunched posture to appear smaller than others, and tend to act pleasantly sociable in most cases. They're notable for possessing an eidetic memory, and they're reputed to work as information brokers, smugglers, and spies.

EIDETIC MEMORY (SPECIES ABILITY): Yridians have an extraordinary ability to process, retain, and recall information. You may spend 1 Momentum (and a major action if in combat) attempting an **Insight + Science** task with a Difficulty of 0 to recall some event which you witnessed

THE FOLLOWING TALENTS MAY BE TAKEN BY A Yridian character.

.:DON'T LOOK THREATENING (YRIDIAN TALENT)

REQUIREMENTS Yridian, or gamemaster's permission

You strive to be innocuous, seeking to avoid hostile attention. Whenever you are attacked, the attacker must spend 1 Threat to attack you (in addition to any Threat spent on a Deadly *Attack*) if there is another ally who lacks this talent within Close range of you. If you are armed, you cannot use the benefits of this talent unless the weapons you are carrying have the *Hidden X* quality.

.:SEE ALL, ADMIT NOTHING (YRIDIAN TALENT)

REQUIREMENTS: Yridian, or gamemaster's permission

Everything you observe is stored away, even if it might seem trivial, and you never reveal more than you have to, just in case that knowledge is vital later on. Whenever an NPC suffers a complication, you may add 1 Momentum to the group pool. Once per mission, if you have added one or more Momentum to the group pool previously during that mission, you may spend 2 Momentum (Immediate) to immediately create a truth which represents some advantage, insight, or situational benefit that you can exploit due to something trivial you observed earlier. You may declare what this benefit is, such as declaring that the Orion mercenary holding you at gunpoint has serious gambling debts, and might be more open to bribery, or noticing that a diplomat is distracted due to a family matter and might miss some important detail in important negotiations.

in the past; Momentum spent may be used to *Obtain Information* to gain new insights from this recollection.

YRIDIAN NAMES: Yridians have personal names and family names as is common among many species, though many Yridians either use an alias or choose to only use one or other of their names to maintain an air of informality in their dealings.

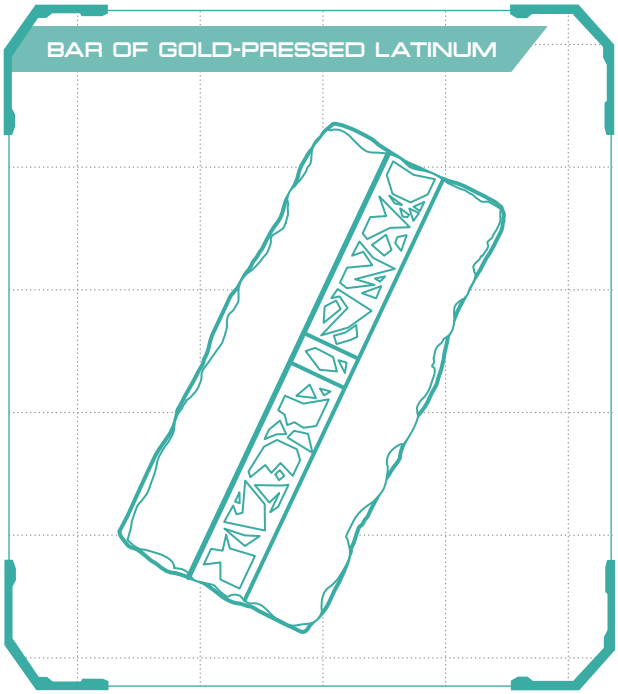
- **SAMPLE NAMES:** Ashrock, Galdus Mon, Jaglom Shrek, Larutan, Manimoujak, Xillius Vas, Yerdrin Lek, Yog, Yranac

▷ SPY RINGS

Renowned brokers of information, Yridians are known to operate vast spy rings composed of freelance informants, unwitting assets, and deep-cover operatives. Decentralized yet highly resilient to infiltration, these networks are a living latticework of independent, confidential sources, embedded in the countless gears of the Galaxy. A compelling feature of these interstellar spy rings is how criminal intrigues come to interweave with the high-profile plots of other factions, wherein Section 31, the Tal Shiar, and the Obsidian Order all vie with the Yridians in a great game of intelligence.

Valuing information over latinum or credits suggests the Yridian obsession with secrets might be more than greed. Such a ritualized approach to intelligence gathering might even have come about due to some calamity on their home planet. As a result, the Yridian practice of spycraft might come from an instinctual need to find hidden patterns and prophetic signs. In game terms, playing a part of or tapping into these networks is easily represented by a trait that gives access to an informant or two. But for more details about shadowy agents and their agendas, the Gain Favor option on a successful Reputation roll widens the net, so to speak.

BAR OF GOLD-PRESSED LATINUM



ZAKDORN

Zakdorn are a humanoid species from the Beta Quadrant world of the same name. They joined the Federation in 2344, and quickly became an important contributor. While many Zakdorn appear physically unimpressive, their meticulous minds, attention to detail, and capacity for high-level theoretical reasoning have resulted in them gaining the reputation as the finest tactical and strategic minds in the Galaxy, able to outthink and outwit their foes with startling, almost contemptuous ease: it's said that no foe has bested the Zakdorn in *millennia*. The Zakdorn have quickly become a major asset in defining Federation defense policy and strategic readiness.

Critics of the Zakdorn point out that part of their reputation means that nobody has *tried* to beat them in a very long time, meaning that the reputation was untested. Nevertheless, Zakdorn strategists are in high demand, and the same qualities that make them excellent strategists also allow them to thrive in other detail-oriented roles. Zakdorn are seen across the Federation and beyond as bureaucrats, administrators, engineers, investigators, scientists, and politicians. The Zakdorn tend to be officious and self-confident, often to the point of hubris; the Zakdorn themselves contend that this attitude is a deserved self-assuredness, and that it isn't overconfidence if they can back up their claims.

EXAMPLE CHARACTERS: *Klim Docachin* (The Next Generation)*, Sirna Kolrami* (The Next Generation)

SAMPLE VALUES:

- A coherent strategy is the first line of defense
- If you fail to consider all the variables, you will simply fail
- Trust me, I know what I'm talking about
- I know your plans better than you do

ATTRIBUTES: +1 Insight, +1 Presence, +1 Reason

TRAIT: Zakdorn. Zakdorn tend to be of shorter stature than most humanoids and have distinctive wrinkles of fatty tissue over their faces and bodies. This fatty layer enables Zakdorn to survive without food for much longer periods than most humanoids. Their analytical brains give them an edge in logic and reasoning that rivals even Vulcans.

SEVERAL MOVES AHEAD (SPECIES ABILITY): Zakdorn are reputed to have the finest strategic minds, and they can analyze complex situations and predict their outcomes with startling accuracy. Once per scene, when you create a trait representing a plan of action or a strategy, you may spend 1 additional Momentum to *either* increase the Potency of that trait by 1, or to create a second copy of that trait to grant to an ally you are in communication with.

ZAKDORN NAMES: Zakdorn have personal names and family names as is common among many species. They tend towards polysyllabic names, and often insist on being addressed formally.

- **FEMININE NAMES:** Bel, Gelfina, Myk, Orym
- **MASCULINE NAMES:** Gelim, Gruhn, Jir, Koll, Rujat, Sakud, Sirna, Virum
- **FAMILY NAMES:** Armnoj, Azernal, Betai, Borvala, Bunkrep, Kalnota, Kolrami, Kreinns, Roplik, Suwadi

RODRIGO GONZALEZ TOLEDO

THE FOLLOWING TALENTS MAY BE TAKEN BY A Zakdorn character.

.:MASTER STRATEGIST (ZAKDORN TALENT)

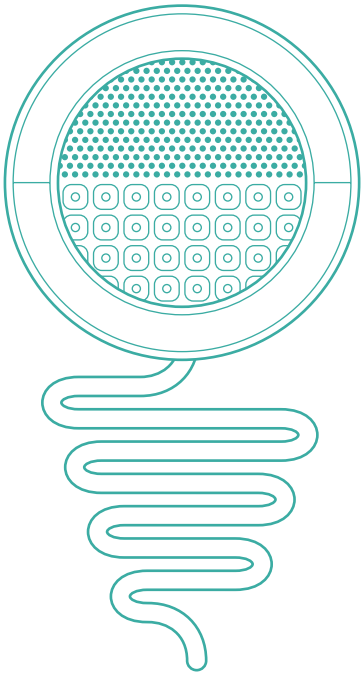
REQUIREMENTS: Zakdorn, or gamemaster's permission

Zakdorn strategic sense is unparalleled in contemporary military theory. When you attempt a task to *Create a Trait* related to strategy or tactics, the first bonus d20 you purchase is free. If you have such a trait currently in effect, then each time an enemy NPC suffers a complication, you may immediately select another player character who has not yet acted this round and allow them to take an extra minor action immediately, to capitalize on the enemy's mistake.

.:TACTICAL VOICE (ZAKDORN TALENT)

REQUIREMENTS: Zakdorn, or gamemaster's permission

In command positions, the speed of Zakdorn tactical calculations allows them to issue succinct, efficient orders. During combat, you may use the *Direct* major action without paying the normal Momentum cost. Further, when you use the *Swift Action* Momentum spend, the cost is reduced to 1 Momentum, so long as the second action you attempt is either *Assist* or *Direct*.



.:REPORT, STARFLEET TACTICAL COMMAND

DIRNA KALNOR, LONG-RANGE THREAT ASSESSMENT AND RESPONSE DIVISION

Having reviewed interviews and reports from the Skrreean diaspora, it is the assessment of the Kholegist Strategium on Zakdorn that the Federation faces a dire threat from the Dominion.

Analysis derived from no less than five stratagema grandmasters has concluded that this Dominion is likely an authoritarian oligarchy within the Gamma Quadrant, boasting tactical capabilities rivalling that of the Klingon and Romulan empires at the height of their shipbuilding capacities. This is the only explanation for the fate of the T-Rogorans and the alacrity with which they were conquered.

If Starfleet wishes to avoid another Wolf 359, as each of our simulations has established, the Admiralty must both acknowledge and act upon our recommendations immediately. Our first recommendation is to pull the NX-74205 out of its storage at Antares Fleet Yards with the plan of launching by the end of the year.

You will find the full report attached, alongside a robust breakdown of development and procurement operations to improve the fleet's combat readiness by 50% within two years. As always, Starfleet has final discretion on who shall spearhead this initiative. But, regardless, *Project: Defiant* must be completed.

.:CHAPTER 1.2

CREATING ORIGINAL SPECIES

"STARFLEET WAS FOUNDED TO SEEK OUT NEW LIFE; WELL, THERE IT SITS!"

- CAPTAIN JEAN-LUC PICARD

RODRIGO GONZALEZ TOLEDO

DR. VORAAL

The Galaxy is full of life, with hundreds of sapient species known to the Federation, and far more yet to be encountered. Each of these may be an ancient civilization with a deep history, a thriving and dynamic young culture just making its way into the stars, or strange entities of a kind never before seen.

STAR TREK HAS A LONG HISTORY OF introducing new alien species for individual stories, but seldom revisiting them. For every instance of a species that become a recurring part of the franchise, there are several never seen again after their first appearance, or are merely elaborate prosthetics and special effects for a background character. But these glimpses can catch the imagination too, and that's before considering the potential for players and gamemasters to devise their own species to populate their campaigns.

A classic *Star Trek* trope is a main or recurring character who serves as a way to explore an alien culture, who might be the first of that species seen on screen: Spock is the prototype of this, but almost every show has had at least one character like this, and the main characters of *Star Trek: Prodigy* are *all* like this.

While your first instinct might be to stick entirely to known species with established cultures and a wealth of lore to draw upon, the potential to try something new and create a unique species and culture to explore is entirely in keeping with the traditions of the franchise.

.:STEP ONE: CONCEPT

Life in the universe comes in an infinitely diverse range of forms, from minute microbes to vast cosmozoans that swim the depths of space. Even within the narrower category of sapient life, there is abundant diversity. The majority of life-forms encountered by the Federation are carbon-based, vaguely humanoid beings who communicate verbally and develop tools and technology to adapt to their environments. This is less a factor of how common those qualities are (though life which takes this form was seeded across the Galaxy in eons past) and more that these life-forms are those which find it easy to communicate with one another. A Romulan, a Breen, a Karemman, and a Talaxian may come from different regions of the Galaxy, but they're similar enough to communicate. What is often trickier is recognizing when you encounter life that *isn't* like you, but that kind of contact happens too.

Star Trek Adventures narrows down the range a bit further by largely limiting the options to life-forms that could be player characters in game terms: something similar enough to Humans in the way they think (even if not in the way they look or how they interact with the universe) that a player can put themselves in their character's place during a session.

The first step when creating a new character species is to devise the core concept of that species.

- **WHAT FORM DO THEY TAKE?** Are they humanoids (a head, a torso, two arms, two legs)? How do they differ from Humans? Are they mammalian,

reptilian, or avian? If not humanoid, what are they? Do they have a strict shape, or are they amorphous or incorporeal?

- **WHAT KIND OF ENVIRONMENT DO THEY INHABIT?** Is it a typical Earth-like Class-M world, with an oxygen/nitrogen atmosphere? Is the environment especially hot or cold or wet or dry? Is the gravity high or low? Does the atmosphere contain gases not found in other worlds, or unusual radiation? Is the environment somewhere stranger and more extreme?
- **WHAT KIND OF CULTURE DO THEY HAVE?** What drives their society and shapes their behavioral norms? What does this culture consider virtuous? Are they aggressive, inquisitive, or mercantile? It's fine to think in terms of broad stereotypes: you can add nuance later, and individuals can diverge from those norms, but it's helpful to develop a basic understanding of the culture.

.:STEP TWO: ATTRIBUTES

Based on what you think is the most fitting for your species concept, pick three attributes. Each character of that species adds 1 to each of those three attributes.

.:STEP THREE: SPECIES TRAIT

These basics should inform the species trait these beings possess. As with any trait, it can encapsulate a lot within a word or two, and it can be used on the fly to prompt treating one species differently from another, but each species has a brief description of common differences which that species' trait can represent, such as Andorians' resistance to the cold, or Vorta being immune to most poisons. This can include facts about how the species is perceived, including their reputation among others, such as the enmity between Bajorans and Cardassians.

You don't need to do much here: a short paragraph, maybe two or three sentences, is normally sufficient for most species, though the more unusual the species, the more detail you may want in the species trait's description.

.:STEP FOUR: SPECIES ABILITY

Every playable species has a species ability, to cover some unusual aspects of how that species operates in play, or simply to represent some quirk that makes them interesting and distinctive to play. These are less freeform than traits, and can be trickier to come up with if you lack experience tinkering with the game mechanics. One option is to look for a species with similar capabilities—either in the core rulebook or in this book—and borrow their ability. Alternatively, you may want to look at available talents, and pick one of those as a suitable species ability.

Another option is to review the following list of species abilities, which have been created specifically to be used for new species.

- **AFFABLE:** Your people have a pleasant demeanor and get along with everyone. During a social conflict, when you attempt a *Persuade* task but have not attempted to deceive, mislead, coerce, or threaten the character you're persuading, you may reroll 1d20 on the task. If the task is successful, the Severity of resisting that persuasion is increased by 1.
- **AGGRESSIVE:** Your people are direct and driven, and leap quickly into the fray to strike the first blow. When you make an attack during the first round of a combat, you may reroll 1d20.
- **AIRBORNE:** Your species is able to fly, whether with wings or some form of innate levitation. When you take a *Movement* minor action or *Sprint* major action, you may choose to fly; if you fly, you move one additional zone, and you ignore any difficult terrain or obstacles on the ground. However, weather conditions, such as strong winds, can act as difficult terrain when you fly.
- **AMPHIBIOUS:** Your species is as at home in the water as on the surface. You can move freely through water or on land, and you do not suffocate when submerged in water (when creating the species, choose if you can breathe underwater, or simply hold your breath for an extended period).
- **AQUATIC:** Your species is native to an underwater environment. You can move freely and without hindrance through water. You may ignore any traits or injuries caused by exposure to extremely cold aquatic conditions. However, when on land, you are always considered to be **Prone** (core rulebook, page 288).
- **ARTIFICIAL LIFE-FORM:** You are not flesh and blood, but rather a constructed creature, made from synthetic materials. You are highly resistant to the effects of hard vacuum, disease, radiation, suffocation, toxins, and telepathy. Some environmental conditions, such as highly ionized atmospheres, intense electromagnetic discharges, and the like can have a severe effect, however. Injuries you suffer must be healed using Engineering rather than Medicine.
- **CHAMELEONIC:** Your species has an innate ability to conceal themselves from onlookers, whether by altering skin pigmentation, or bending electromagnetic waves

around you to obscure your appearance, or some other means. When you attempt to conceal yourself, the Difficulty of any task to locate you is increased by 2.

- **CYBORG:** Your species melds organic life with cybernetic augmentations. You may select cybernetic talents. In addition, injuries you suffer can be healed using either Engineering or Medicine. You may select one talent which requires the **Cyborg** trait, which you gain in addition to the normal talents you can select.
- **ELUSIVE:** Your species is quick or sneaky, and difficult to pin down. Whenever you are the target of a ranged attack, you may spend 1 Momentum (Immediate) to increase the Difficulty of the attack by 1.
- **GENETICALLY ENHANCED:** Your species alters their genetics to adapt themselves to suit specific purposes or environments. You have the **Augment** trait, and may select one talent which requires the **Augment** trait, which you gain in addition to the normal talents you can select.
- **HARDY:** Your species is especially durable and resistant to harm. You gain +1 Protection against Stun *Attacks*, and may suffer 1 Stress to ignore any complication which represents a minor injury (core rulebook, page 292).
- **HEIGHTENED SENSES:** Your species has an exceptionally keen sense. Select one of sight, hearing, or smell when this species is created. Whenever you attempt to a task to detect something hidden, or discern details, using that sense, the first additional die you purchase is free. In addition, when you *Obtain Information* using that sense, you can receive information which other characters would not be able to detect.
- **INCORPOREAL BEING:** Your species is made of energy, gas, liquid, a cloud of particles, or a "swarm" of tiny entities. You have 3 Protection, though there may be some form of energy or radiation which ignores this (decide when you create the species). You may move freely through rough or difficult terrain, though some larger or heavier barriers may bar your passage.
- **INTENSE WILLPOWER:** Your species is known for its sheer, indomitable strength of mind. When you suffer a trait which represents fear, panic, or some other negative emotional state, you may suffer 2 Stress to ignore it.
- **MERCANTILE:** Your species has a reputation as canny traders. Whenever you attempt a task roll to barter or negotiate during a social conflict, you may reroll 1d20.
- **PHOTOSENSITIVE:** Your species is extremely sensitive to light. You may ignore any traits which would hinder you as a result of low light or darkness. However, you count any trait which represents bright light as having +1 Potency.
- **PHOTOSYNTHESIS:** Your species derives some or all of its energy from sunlight. At the start of a scene, if you are in bright light or natural sunlight, recover 2 Stress. When you rest, you only regain half as much Stress if you do not rest in bright light.
- **PSYCHIC:** Your species is psychic. You have one of the following talents: Empathy, Extrasensory Perception, Psychokinesis, or Telepathy. Which talent this ability grants should be selected when you create the species.
- **SCALY HIDE/CARAPACE:** Your species has a tough skin or durable shell. You have 1 Protection.
- **SCARY:** Your species' demeanor or appearance is frightening to others. When you attempt to intimidate or coerce others, and purchase one or more dice by adding Threat, you may reroll 1d20, and the Severity of any attempt to resist your persuasion increases by 1.
- **TECHNICALLY ADEPT:** Your species is especially attuned to advanced technology. When you attempt a Control or Reason task to repair or modify a device, or to try to understand an unfamiliar piece of technology, you may reroll 1d20.
- **UNUSUAL SENSORY CAPABILITY:** Your species perceives the universe in an unusual way. This may be a normal sense extended, such as being able to see infrared, ultraviolet, or other electromagnetic frequencies, or being able to hear extremely high- or low-frequency sounds. Alternatively, it may be an entirely distinct sense, such as being able to perceive certain kinds of subspace fluctuations, or being able to discern chemical or biological traces via touch. You can attempt tasks and use *Obtain Information* to detect things using your species' distinct sensory ability.

.:STEP FIVE: SPECIES TALENTS

Every playable species has at least two species talent options that are either unique to that species or at least intended for that species but can be selected by other species. Pick two or more species abilities or talents that thematically fit your original species to be used as its species talents, or adapt an existing species ability or talent for use.

.:STEP SIX: SPECIES NAMING CONVENTIONS

To complete your original species, develop some sample names and naming conventions for members of the species.

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ACKNOWLEDGEMENTS

The development team thanks all those who devoted countless hours over the last 60 years in a wide variety of fields, including art, illustration, prop design and fabrication, wardrobe, prosthetics, digital design, writing, production, make-up, linguistics, set design, construction, and a wide variety of other roles and efforts that went into imagining, creating, realizing, and filming the incredible diversity of alien life-forms present on screen in all the many incarnations of *Star Trek*.

Thanks also to all the performers who endured time in wardrobe and make-up and who brought a wide variety of alien beings to life on screen for us all to enjoy. Your performances are inspirational, and help us imagine what alien life is like in this diverse and dynamic setting. Thank you, and live long and prosper.

A TROVE OF ALIEN LIFE-FORMS

"IT IS OUR MISSION TO SEEK OUT LIFE IN ALL FORMS. WE ARE PRIVILEGED TO HAVE BEEN PRESENT AT THE EMERGENCE OF A NEW SPECIES."

- CAPTAIN JEAN-LUC PICARD

For 60 years, *Star Trek* has presented a diverse array of alien species as allies, adversaries, and everything in between. Including this range of aliens isn't just a creative flourish—it plays a crucial role in the franchise's diversity of storytelling, themes, and cultural impact.

This ***Species Sourcebook*** enables ***Star Trek Adventures*** gamemasters and players to learn more about the myriad species present in the *Star Trek* Galaxy and to use those species to populate their main crew and expanded cast of non-player characters.

Characters of every department, from command to medical, can apply the new species templates, game mechanics, and character options to deepen their gameplay experience. No matter the composition of your crew, this guide provides the means for you and your crew to play a wide range of alien species from every corner of the Galaxy!

The ***Species Sourcebook*** contains:

- Sixty (60) new alien species templates, each including a summary, sample values, attribute modifiers, traits, unique abilities, and many other details relevant to each species.
- More than 120 new species talents to be used with the species contained in this book or adapted for use with any other ***Star Trek Adventures*** species or your own original creations.
- Guidance and mechanics for creating your own original *Star Trek* species for use in your campaigns.
- Additional rules and insights on how to play a wide range of alien species, including androids, holograms, liberated Borg, mirror universe characters, and Vau N'Akat, as well as advice on using emotional states as traits.

This second edition supplement is compatible with first edition ***Star Trek Adventures*** and the ***Captain's Log Solo RPG.***

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MODIPHIUS® ENTERTAINMENT

Published by Modiphius Entertainment Ltd.
39 Harwood Road, London, SW6 4QP, England

Modiphius Europe Ltd. Calle de Peñuelas 43, Local G y H, Madrid, Spain, 28005. | Tel: +34614367815 | safety@modiphius.com

www.modiphius.us | www.modiphius.net | info@modiphius.com

MUH0142601
Batch No: 64216
Manufactured by 4V Games in Lithuania

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